



THE CITADEL

JOURNAL

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GAMES
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NURGLE WAR ALTAR



David Cain is the current Warhammer world champion and recently he travelled down from Scotland to the studio to play a brilliant battle against Gordon Davidson which appeared as a battle report in White Dwarf 190. David brought with him his converted Leman Russ, the Nurgle War Altar. Yes there is a Leman Russ underneath all those Nurglings!



As you can see the Nurgle War Altar looks absolutely brilliant, so we simply could not resist showing all you Journal readers what David spends his spare time doing and provide rules for this new Chaos toy at the same time. You can find rules for the Nurgle War Altar on page 10.

Armed with the deadly rot launcher and the vomit spray cannon and those trusty weapons of war the lascannon and the battle cannon, the Nurgle War Altar is ready to roll!

There is a multitude of miniature parts that have been used to make this stunning tank. Answers on a postcard if you can name them all, no not you David!

The Bunker Beings at work!



GAVIN TYLER



PHIL LOWLES



JAMES FUNNELL

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JOURNAL

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CORRESPONDENCE

We love reading your comments and ideas about The Journal, Games Workshop games and any other strange and wacky things you come up with! All letters except subscriptions and Mail Order should be addressed to: The Journal Bunker, Games Workshop, Howard House, 16 Castle Boulevard, Nottingham NG7 1FL. Clearly mark your envelope with the name of the game you are writing to us about. If you want a reply you *must* enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter, but it may take a little time for us to reply to you, so please be patient!

JOURNAL

It may be cold outside, it may even be snowing, but the Citadel Journal is here to keep you inside playing games throughout the merry Christmas season.

We have got loads of stuff for you to do over your Christmas holidays and I know you are going to love it.

NEXT ISSUE

We reveal the lucky winner of the Adapting the Mechanic stuff trip to the studio. Jervis has also compiled the best of your comments and we have the final conclusion to the Adapting the Mechanic stuff article.

The next Journal will be completely different because we have not got any articles. Oh no! Is this the end of the Citadel Journal? Can you help by sending stuff in?

Seriously though, we don't know what we'll be doing next issue but I promise it will be good fun.



Bilelord Verminfur has got a present for you this Xmas, it's got flies and it's called the plague!

It's the end of another year and it has been a very good year indeed. In my review of the year article I will tell you my favourite releases of this year and I will also reveal some details of what to expect next year. It's exclusive to Journal readers only so don't delay read it today.

In this issue of the Journal we have got a huge appearance by Nurgle in the form of the Nurgle Palanquin for Warhammer and David Cains stunning Nurgle War Altar for Warhammer 40,000. For the Eldar we have Exodite Dragon Knights and the huge and ferocious Carnosaur, you wanted tanks, you've got a tank equivalent here and no doubt about it.



If you are an Epic player and you have always thought, I wish the Dreadnoughts looked like the 40K ones, well now they can. Robert Mayley has made several new styled Dreadnoughts from plastic sprue and other odd's and ends. They look great and there's some new rules to go with them as well.

Our seasonal madness this year comes in the form of an event deck of completely mad Christmas related incidents for your Warhammer battles. We had great fun inventing these cards so you had better have some fun playing them, or else! The Blood Bowl season may be over, but the game is still alive and to prove it Thomas Stacey has sent in rules for Star Referee's in your games. At last Max "Kneecap" Mittlemann can be on your Blood Bowl pitch hacking everyone with his chainsaw.

Space Hulk

Necromunda is hardly even on your shelves before our next game is moving along quickly. Space Hulk will be out next spring and it's very nearly finished already. The game contains a whole selection of brilliant new card floorplans by Richard Wright, whose miniatures you can see on the back cover of this issue. The new plastic Terminators are a dream. Multipart and highly detailed, you can almost mistake them for metal miniatures that is how good they are!

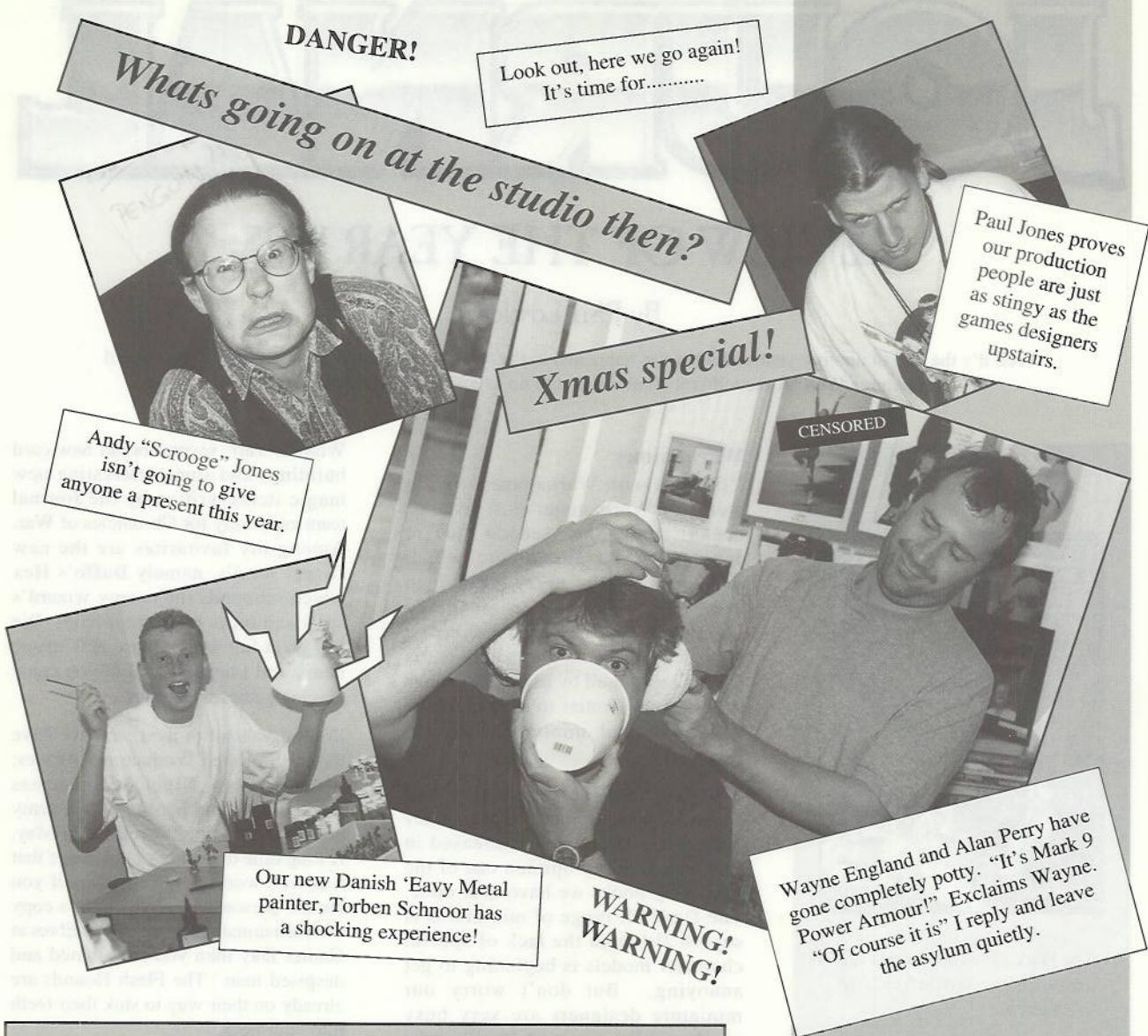
Speaking of Necromunda, the first supplement Outlanders is almost upon us and soon your local spire will be invested with Scavvies, Ratskins and all sorts of bad outlaw type people. Andy Chambers has been working on this enormous project for several months now and it's nearing its completion even as I speak.

Games Day was excellent this year and we all had a great time. Over 9000 people packed into the National Indoor Arena in Birmingham for the biggest Games Day ever. Over 4000 people entered the Golden Demon awards and Mike McVey had a hard time judging which entries were the best but he finally found a winner. We hope you all enjoyed Games Day.

Due to a lack of space I have had to leave out Liber Illuminatai for this issue. But we are always on the lookout for talented new artists. So if you have any skill with pencil or ink then send us a picture. Go on, I know you can do it. There are two more pictures in the Penal Legions article from John Wigley, thanks a lot John.

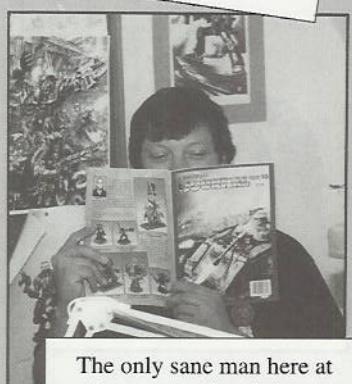
Well that is enough gibbering madness from me for this page, I'll see you all next issue.

Phil Lowles



101 USES FOR THE NECROMUNDA RANGE RULER: PART ONE

- Number 1:** Poking your friends in geography class to make sure they are still alive.
- Number 2:** Arrows at a Sealed Knot reenactment of the battle of Baden Hill.
- Number 3:** Getting stuff which has fallen down the back of your wardrobe out with.
- Number 4:** Scratching your leg when it is in plaster.
- Number 5:** (sorry I had to) chopsticks at your local chinese restaurant.
- Number 6:** The Larch, Number 6: The Larch.
- Number 7:** Waving it about like a sword until your mother tells you, "You'll have somebodies eyes out with that".
- Number 8:** Checking the oil levels in your car.
- Number 9:** Conducting the London Symponhic Orcheastra.
- Number 10:** Batons in a 4 by 400 meter Olympic relay race.



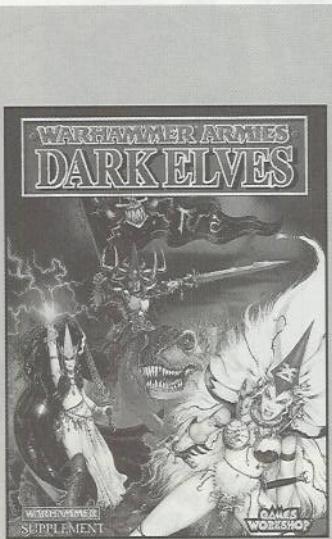
The only sane man here at the moment is miniature designer, Gary Morley. Ooooh, who put that copy of the Journal there.

JOURNAL

REVIEW OF THE YEAR 1995

By Phil Lowles

Well it's the end of another year and what has happened in the world of Games Workshop hobby games and miniatures. Well let me tell you all about it. Oh no I feel like Clive James or someone.



The Dark Elves are a dead'ard army on the battlefields of Warhammer.



Azhag the Slaughterer riding my favourite Dragon miniature.

Warhammer

I'll begin with Warhammer. In the world of Warhammer this year we began with the second magic supplement Arcane Magic which includes the list of every magic item and spell up to that time. A very handy idea indeed. Arcane Magic has been a good success and that handy list is always being used by us bunker beings to create new armies to test out all the new rules and miniatures we are turning out.

1995 has been the year of the Dark Elves in Warhammer. Warhammer Armies Dark Elves was released in June and is in my opinion one of the best army books we have ever done. The Dark Elf range of miniatures is superb although the lack of special character models is beginning to get annoying. But don't worry our miniature designers are very busy people and I'm sure models will not be long now.

Some of the fantastic miniatures realised this year include Arbaal the Undefeated the awesome Chaos Champion on Flesh Hound. Also some of my favourite miniatures include Vlad and Isabella Von Carstien and Heinrich Kemler which were released earlier this year and have become a necessary addition to any Undead force. Just to show everyone that we have not forgotten about Orc's we released the fabulous Azzag the Slaughterer model which was painted by our very own Dave Perry and is without doubt our best Dragon type model to date.

This year's final Warhammer release is another supplement. This time it's Chronicles of War (or Chronic defeats as Gav from WD calls it!), a collection of articles and battle reports from

White Dwarf, several brand new card buildings and some interesting new magic items written by the Journal team especially for Chronicles of War. Among my favourites are the new Dispel scrolls, namely Buffo's Hex which rebounds the enemy wizard's spell and turns him into a frog! We had great fun testing these new magic items and I hope that all of you enjoy playing games with them.

Looking ahead to next year we have the long awaited Warhammer Armies: Wood Elves. Nigel Stillman has worked long and hard over this army book and it is due for release in May. A long time to wait but I guarantee that it is well worth it. By the way if you are the person who stole Nigel's copy of Warhammer Armies: Wood Elves at Games Day then you are a hated and despised man. The Flesh Hounds are already on their way to sink their teeth into your neck.



Next years miniature releases for Warhammer look great, for Chaos there is Egrimm Van Horstmann on his Chaos Dragon steed. The Chaos Dragon was sculpted by ace designer Trish Morrison and Egrimm who rides the two headed beast was designed by husband Aly Morrison. He costs over 1000 points to buy but is well worth it co's it looks so imposing. The new Wood Elf miniatures look equally as good, especially the new Treeman special character also designed by Trish Morrison. It's over 5" tall and is, well, big.

Warhammer 40,000

We have really concentrated our attention on Warhammer 40,000 this year with three big Codex releases. Codex: Ultramarines is essential for any gamer who wants to create their own chapter of Space Marines. This is the ultimate experience in personalising your miniatures and is well worth doing. Codex: Ultramarines was followed by the brilliant Codex: Tyranids (I am a Tyranid player but this does not influence my opinion of them as an army. Die Meat things!!!). Andy Chambers really surpassed his own high standards with this army book and as the battle for Ichar IV has proved they aren't unbeatable. The Tyranid miniatures are absolutely outstanding and by the time you get this Journal the final two releases for the Tyranids, the Zoanthrope and the Ripper Swarms will be available and you will discover that this is the first army which has every miniature released for it. Pretty impressive hey?



The final Codex release this year is the long awaited Codex: Imperial Guard. Our Gavin Tyler has waited ages for this and it's finally here with special characters and everything. Speaking of special characters the new Imperial Guard ones are being painted by the 'Eavy Metal team right now and they are an impressive addition to the best looking army around. If you love painting miniatures then this is the army for you. With so many foot troops to paint you just might never get around to actually playing a game with them.

Miniature wise this year has been the year of the tank. We began with the Whirlwind moved on to the Demolisher, Chimera and finally the Griffon. Two brand new tanks for next year are the Hellhound and the Basilisk. The Basilisk is a plastic kit model and my favourite part of it is the little wheel which turns as you raise and lower the gun. With it's ridiculous range of 150" you can almost certainly guarantee that you will always be in range of the enemy. Mark Jones has just finished painting the Hellhound which is a Chimera kit with metal attachments including an enormous heavy flamer. In playtesting the

Hellhound killed a Hive Tyrant with a single shot, an impressive weapon I'm sure you will agree.

Looking ahead to next year we have another three Codex's coming your way. In January the stunning Codex: Angels of Death will be released. Jervis Johnson has spent the past few months working on the background for the Blood Angels and Dark Angels which make the book worth getting for this alone. The new special characters for the Blood Angels and Dark Angels have been described as the best yet and they certainly look like it. The new Dark Angel special characters have been painted by Paul Muller and the blending and detail work on them is truly outstanding.

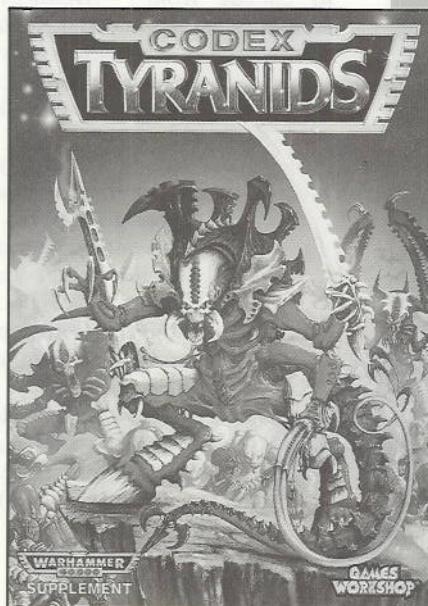
Jervis and Andy's next project is Codex: Chaos which will be available next summer and Jervis tells me that he is going to try and put the emphasis back on Chaos Space Marines and Chaos Lords. Chaos Daemons are only going to be a sideline to the real list. There was even talk of putting rules about mad planetary governors in but I'm sure they were only joking. The final Codex next year is Codex: Imperial Agents which will be supported by a brand new range of miniatures which, if they live up to the concept sketches by Jes Goodwin, should be something really special.

Also next year will see the appearance of a new race in the Warhammer 40,000 universe. I cannot say anything more about them but remember folks, you heard it here first.

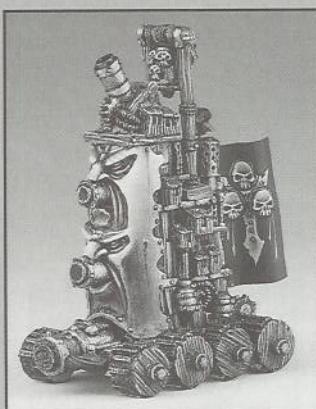


Well I couldn't do a review of the year without mentioning these superb models could I? The new Imperial Assassins by Jes Goodwin are excellent.

Codex: Tyranids is great, and I'm not just saying that because they are my army you know, Die meat things!



REVIEW OF THE YEAR



One of my favourite Epic releases of the year, the huge Nurgle Plague Tower.

Epic

This years best Epic release by far has definitely got to be the Tyranids. Andy Chambers, the great Hive Mind himself, has created a totally new way of making an Epic army especially for the Tyranids. The brood structure is a really good idea. The miniatures for the Epic Tyranids are great and now that they are all released our cabinet which contains them makes them look really cool. The way that all the models complement themselves make them the army for me.

The other best Epic release this year is the new design Warlord Titan which James thinks is great although you really need the old plastic weapons to give the Titan a lot of different options for it's tactical purposes. The new range of Chaos models are good with the Nurgle Plague Towers and the Slaanesh Subjugator being my favourites.



The funniest miniatures of the year. Gubbinz the Jester, Growler the Squig Hound and Bogoff the Snotling.



Warhammer Quest

A very popular game this year has been Warhammer Quest. It's a very simple game to pick up and quite a lot of you out there have. The new warrior packs give a wide range of characters for you to choose from. Although my favourites are the Imperial Noble and the Trollslayer, the Journals very own

Gavin Tyler helped Andy Jones with the Wardancer and we think the Wardancer is a really cool character. The first two Adventure packs for Warhammer Quest are just the ticket for an evening or two's fun. Lair of the Orc Lord contains the funniest miniatures released this year. Growler the Squig Hound, Bogoff the Snotling and Gubbinz the Jester are hilariously good fun to play.

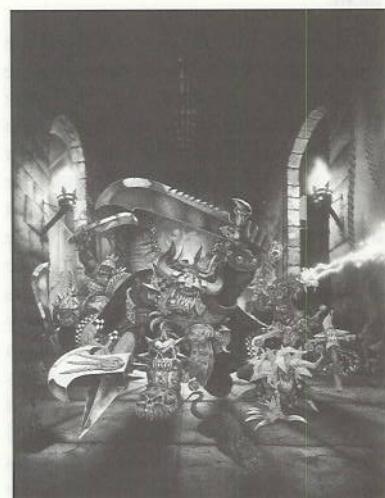


I could not discuss Warhammer Quest and not mention Jes Goodwin's fantastic Elf Ranger model. This miniature is reckoned to be the best fantasy miniature this year by Richard Potter of the 'Eavy Metal team.

There are two more warrior packs planned for next year which are the Witch Hunter who can use his faith to increase his dice roll to hit and the Bretonian K-night who is a very honourable man you know (if you read this last bit thinking of the classic Monty Python's Holy Grail, you know the French knight played by John Cleese then you will know what I mean).

Mike Mc Vey's dioramas

Mike has done some incredible dioramas this year. From the Emperor and Horus to the fabulous Warhammer Quest diorama. Both are simply incredible and the detail on the miniatures is enough to make most gamers stand gibbering mindlessly for hours. Mike's latest work is of Dark Angel commander Azrael in the inner shrine of the Dark Angel chapters space fortress, the Rock.



Necromunda

What can I say about Necromunda? It's brilliant. Simply the best game we have ever produced. A lot of work has gone into Necromunda to make the imagery and feel of the whole project absolutely perfect. I think that the entire Necromunda game is perfect and will see it's way to making Necromunda our biggest selling game of all time.

The best thing about Necromunda is the actual cost of the game. Once you have the basic game you only need a dozen or so miniatures and you have a complete gang. Here's a top tip: always make sure you have got lots of odd weapons and bits and pieces spare because as the gang members get better they gain better weapons and you will have to convert your miniatures to show this. This makes Necromunda an on-going hobby with your gang constantly changing.



I have a fully fledged gang in the league here at the studio which have played well over twenty games to get where they are now, which is third place. Not bad for a gang which has lost five or six of it's best men in the last month or so. The Black Hand, that's my House Orlock gang's name, even had a Cyborg Assassin helping them out for a while. Then I was made an outlaw because of it. Which brings me on to the next subject, Outlanders.

Necromunda's supplement Outlanders is full to bursting point with new rules and gangs which will make the Outlanders book even thicker than the Rulebook or Sourcebook. There are six basic gangs which are detailed in Necromunda but if you fancy something different then perhaps an outlaw gang is for you. The ever popular Scavvies are back to their scumsucking ways deep in the underhive. Ratskin Renegades scour the hive looking for vengeance on the uphivers. The Redemptionist Crusade of flaming death are on their way to turn the minds of weak-minded gangers to the belief of purifying flames.

Last but by no means least are the Spyre Hunters. Rich brats from uphive come down below the wall for their initiation rites and some good old-fashioned fun. Andy Chambers is currently totally immersed in Outlanders and if everything is finished in time it will be released in February.

The Necromunda gangs are great and everyone here loves the Escher gang (I wonder why?) especially Richard Potter whose Escher gang the Jade Dragons are one of the top five gangs we have ever had here at the studio.

1995 events

The Warhammer and Warhammer 40,000 tournaments were among the highlights of this years events. Nottingham University made an excellent location and everybody who went really enjoyed the weekend. Jervis made all of us work very hard to

get the tournaments organised both back at Easter for the Warhammer tournament and the end of September



My favourite Necromunda House, House Orlock.

The artwork for Necromunda is absolutely stunning. The piece below, as I'm sure you know, is Mark Gibbons Necromunda ganger taken from the front cover of the Necromunda sourcebook. What you might not know is that Wayne England drew the Necromunda logo to the left and it's this combination of several artists talents which create such a diverse range of artwork and thus make our games feel very diverse.



REVIEW OF THE YEAR



A selection of this years Journal covers. See if you know which issues they are. Hint: the bottom one is this issue.

for the 40K one. The best thing about the way that the tournaments work is that the player who wins all their games will not always win the tournament. For example both David Cain and Wei Lam both won because they got the most sportsmanship awards out of all the players at their respective tournaments.

Next year we intend to run the Warhammer and Warhammer 40,000 tournaments again and then we shall see who will be next years champion nice guys! The dates of the tournaments are yet to be decided.

Games Workshop's premier event of the year Games Day took place just three days before I wrote these words that you are reading now. I was on the Warhammer Quest stand while both of my colleagues were on the Epic stand. For me I thought Games Day was really exhilarating stuff. The quest that I Gamesmastered was exciting and several dozen Questers took part in the game during the day and really enjoyed it.

Having now witnessed Games Day from both sides of the table I heartily wish I was back on the other side. It's always good to meet our readers and to sign hundreds of autographs for people but I didn't get to see anything else that was going on at Games Day and more importantly I wanted photographs to put in this Journal but alas there was no such chance of that happening. I really enjoyed Games Day as did 9,000 of you. If you are one of those who were there then good for you and if you were not then you had better make sure you go next year because it's going to be even bigger and better. And that is a promise.

White Dwarf

In this year of big changes here at the studio, White Dwarf has changed

considerably. Part of our job when writing the Citadel Journal is to criticise our own work and that of other people to ensure that only the best possible work reaches you. A few months ago I could point out a good few things I did not like in White Dwarf but the image of the Dwarf has been completely changed. I am of course talking about Fat Dwarf.



Yes, Fat Dwarf is brilliant. I have looked through and can find nothing that I don't like. A real hearty congratulations to the White Dwarf team and I just hope that next years issues of the worlds most popular gaming magazine continue to look as good as issue 191. I can reveal that there is something pretty special planned for issue 200 next summer so everyone watch out for that.

The Citadel Journal

And lastly the Citadel Journal. A year ago I was working in a shoe shop in Basingstoke. Not a very nice place, but it was a living. Since then I have got a job here working on the Journal and I really enjoy it. When Ian, Mark and Gavin began the Citadel Journal they did a very good job of making a classic wargaming accompaniment to the hobby. Since their departure to White Dwarf it has been our job to keep the Journal going. All three of us have worked very hard to change the format of the magazine into something more pleasing and I really do think it has worked. A lot of people have written in to say that they love the new look Journal, thanks a lot to you.

Next year will see the Journal continue to flourish with new ideas and great ways to play your games. This is a magazine for the people of the gaming world so we need your help to continue the good work. So if you have a good idea about something then send it in and you never know you might end up splashed across these pages yourselves.

Well that's it for 95, see you all in 96.

Phil Lowles



The Warhammer 40,000 tournament crew.

JOURNAL

GIBBERINGS

OR DON'T PUT YOUR FINGER IN YOUR MOUTH RAKARTH YOU DON'T KNOW WHERE IT'S BEEN!

Well to kick off the letters page this month, how about a bit of a controversial letter?

'Ow's it gahn? (trans. Hello, Journal people)

This is just to prove that us Northeners don't all live in caves and club our food to death before we eat it. Seriously though me and my brother just wanted to say how the hell do people get away with it? Judging from the elastic tape measures, half the gaming population is cheating! Please, please, please, NO MORE! We've heard them all now surely! Why can't they tell the cheating sods where to get off, instead of whinging and grassing 'em up to you lot! I mean, get a life you lot! Stop writing elastic tapemeasures now!

Yours sincerely

James, Cumbria

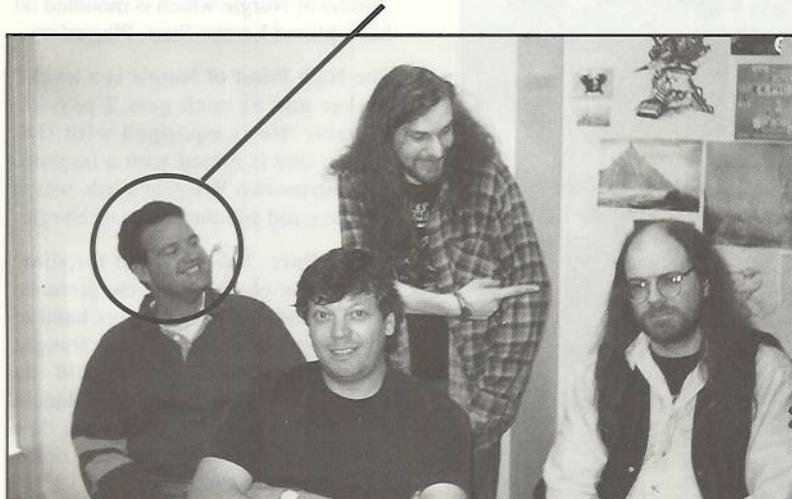
Well said James. Here at the Bunker we are a bit fed up of elastic tapemeasures. We want something different, perhaps a controversial argument over the intellectual standing of playing games at the age of 50, or the letters page could be a forum for tactical genius', but no all we get is elastic tapemeasures. So please send us some interesting letters.

Dear Bunker Inhabitants

I very much enjoy your high-quality publication. However, I must point out a mistake on page 48 of Citadel Journal 9. The photograph on the bottom right is incorrectly captioned. The person at the back on the left is quite clearly Michael Schumacher.

Yours, Rogue Trader Zag

Here's the photo in question so ,let's have a look then.



It's true, our highly skilled terrain maker is none other than the famous Formula One Grand Prix driver, Michael Schumacher. On his days off from motor racing there is nothing more that Michael loves more than making huge terrain features such as our lovely landing pad. Rogue Trader Zag, you should be warned that Owen Branham's solicitors will be contacting you soon. I'm sure the Judge will be very lenient towards you.

Dear Journal Bunker

Please answer the following question regarding close combat in 40K. Can meltabombs be used as anti-personnel weapons in close combat against non-Terminator armoured infantry? I recently ran up against an opponent who equipped his Space Marines with these bombs and various swords in lieu of powerfists or "acceptable" man on man, or man on creature weapons. There is no place in the rules that says he can't use an anti-vehicle or anti-building close assault demolitions against normally armored infantry. The only thing I could find in the rules was the mention that the meltabomb's magnetic plate had to be placed against its target in the close combat phase.

That suggests to me that meltabombs need a flat armored surface to stick to and therefore should not be allowed to be utilized against non-Terminator armoured infantry! The group I make the rounds with have all established a house rule to stop blatant silliness such as this. Quite a few would like to see Games Workshop make this particular misuse of ordinance clarified as physically unworkable and taboo.

Thanks, Greg Rumbles

Corona, USA

Well it's nice to hear from the states every once in a while and your letter was just one of many we have had in recent months asking to clarify the rules on meltabombs. So here is the classification you have been asking for. Meltabombs can only be used on vehicles, Dreadnoughts and buildings. It cannot be used against infantry, even Terminators because they don't let people walk up to them and stick bombs on their armour and then casually walk off. I hope this has cleared up matters somewhat and we never get a meltabomb letter again. Oh what a scary thought.

Thanks for your letters, keep sending 'em in, but no elastic tapemeasures, or else.

WARHAMMER[®] 40,000

NURGLE WAR ALTAR

By David Cain

If you have seen the pictures of David Cain's fabulous Nurgle War Altar on the inside front cover of this issue

then you will know what this article is all about. If you have not seen the pictures then I suggest

you look now otherwise a foul plague will beset you and your face will become covered in

boils and your skin will I'm sorry for rambling, here are the rules by the first

Warhammer Champion, David Cain.



Unique amongst the Chaos Gods, Nurgle takes great amusement in the petty effigies that are constructed in his honour. His gaze will dwell a while on such constructions and as such they act as a beacon to all followers and worshippers of Nurgle.

On the war torn battlefields of the 41st Millennia, such War Altars are found built onto the back of vehicles to allow the priests of Nurgle to spread disease

and pestilence over a wide area. Most commonly, Nurgle's followers utilise tanks so that the Priest gains a measure of protection from the vehicles imposing firepower. A captured Leman Russ is a particular favourite although any vehicle the cultists have will suffice.

The Nurgle War Altar in 40K

The War Altar can only be included in the Chaos army if it includes at least two squads of Nurgle orientated troops (Nurgle Space Marines and/or squads led by a Champion of Nurgle, not Daemons however). The War Altar is a unique vehicle and as such cannot be further enhanced by the addition of further vehicle cards.

High Priest Rancidguts

Rancidguts has been the High Priest of Nurgle for more than eight hundred years having risen from a lowly cult member to his powerful position. Rancidguts has been gifted with the Throne of Nurgle which is mounted on his captured Leman Russ, Plaguefury.

The High Priest of Nurgle is a level 2 psyker and as such gets 2 psychic powers. He is equipped with flak armour and is armed with a lascannon and carries two Wargear cards which are force rod and the throne of Nurgle.

War Altar: The effects of the slime on the altar platform and the presence of flies and Nurglings makes hand to hand combat with the Priest fraught with difficulties. Any would be attackers must first bypass the Rancid Appendages (see below) and can then choose to attack the Leman Russ or the High Priest himself.



The altar acts as the focal point for psychic energy and helps to fortify the link between warp space and the physical presence of Daemons. For this reason the High Priest can draw D3 extra warp cards after the cards for the psychic phase have been dealt.

Divine Influence: Followers of Nurgle take heart when the War Altar accompanies them to battle because they sense their deity watching over them. To represent this the following special rules apply to all troops within 6" of the Nurgle War Altar.

Any Nurgle Daemons within 6" of the altar at the start of the Chaos players turn have a 3+ daemonic save for the entire turn instead of the normal 4+ roll.

Any followers of Nurgle (Nurgle Space Marines or squads led by a Nurgle Champion) within 6" of the altar at the start of the Chaos players turn roll on the table below. Just roll once and apply the results to all the followers within 6". The effects last for a complete turn. ie: until the end of the opponents turn.

If the War Altar is destroyed or the Priest is killed each individual Nurgle Daemon within 6" must pass a Ld test or be immediately banished back to the warp. For the remainder of the turn and the following turn, those Nurgle Daemons which survived this test only receive a 5+ Daemonic aura save. After this the save returns to normal. Nurgle troops within 6" must pass a break test (on their normal Ld) or will be broken.

Rancid Appendages

The armoured surface of the Leman Russ is no longer recognisable as it is covered with slime, welts, power saws,

Profile	M	WS	BS	S	T	W	I	A	Ld
High Priest									
Rancidguts	4	6	6	5	6	2	5	2	10

poisoned whips, tentacles and rotating blades. In addition monstrous creatures and daemonic entities burst forth from its rotting armour slashing and biting.

The effects of these appendages are 4 fold.

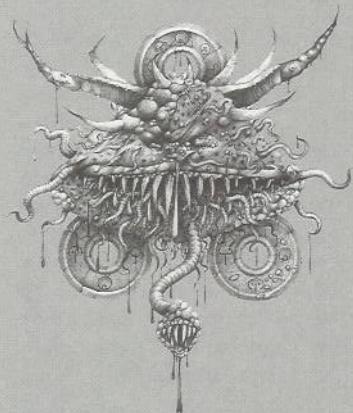
Ablative Armour: The mechanical and living protrusions from the rotting surface of the tank act to adsorb the energy of incoming shots. As such the first hit to penetrate the armour is completely ignored.

Causes Terror: The tank/altar causes Terror. Therefore troops wishing to charge the altar must pass a Terror test to do so.

Poisoned Blades: In hand to hand combat with the tank, attackers must roll under their Initiative characteristic (6 always fails) to avoid the poisoned blades. If they pass the test they can attack the priest or the tank. If they fail the Initiative test they suffer an automatic strength 4 hit from the poisoned blades with an armour save at -1. They are pushed away from the tank and cannot attack this turn.

Nurgles Rot: Any non-Nurgle aligned model (not vehicles) coming into contact with the tank contract Nurgles Rot. At the end of each turn roll on the Nurgles Rot table above for each affected model. Armour saves do not apply unless it is enclosed armour such as Power armour, Terminator armour or Eldar Aspect armour.

High Priest Rancidguts	100
Force Rod	15
Throne of Nurgle	28
Leman Russ War Altar	345



Attacking the War altar:

When you attack the War Altar in hand to hand combat you may choose to hit either the Leman Russ or High Priest Rancidguts. Attacks are worked out as normal except that Rancidguts may add an extra +1 to his combat score due to sitting on the Throne of Nurgle which is a lot higher than where the attackers will be.

If the War Altar is hit by a shot then roll for location as normal. If the shot hits the Throne of Nurgle then the blast has hit the throne's Conversion Field. If the shot gets through this energy field then it will strike the High Priest Rancidguts. Roll to wound him as normal. If the High Priest is killed the Throne of Nurgle will no longer provide protection from psychic powers from the psychic field.

NURGLE WAR ALTAR DIVINE INFLUENCE TABLE

D6 Effect

- 1 Troops can do nothing as they stand in holy reverence of the altar.
- 2 With their belief in Nurgle bolstered, troops can reroll any Ld tests.
- 3 Troops count as having Ld of 10.
- 4 Troops gain an additional +1 to attack strength in hand to hand combat.
- 5 Troops count as being frenzied.
- 6 Troops gain a +1 modifier to their Toughness.

NURGLE WAR ALTAR

Making your own Nurgle War Altar

If you choose to make your own Nurgle War Altar remember to try and keep it simple and add the details later. The use of milliput is essential for making models such as this where a lot of filling is required.

I myself do not know what all the bits David used on this fabulous model are but here's a few bits I do know of. A Leman Russ battletank kit, Throne from Nurgle Palanquin, Greater Daemon of Nurgle, an Epic Titan rocket launcher, a Mega Gargant mega cannon, a scattering of Nurglings and anything else that you really like. All of these parts are available from those helpful chaps from mail order.

Your Nurgle War Altar does not have to be mounted on a Leman Russ. It could be on a Rhino or Predator, whichever takes your fancy.

NURGLE'S ROT

NURGLE'S ROT

NURGLE'S ROT

NURGLES ROT TABLE

D6 Result

- 1-2 The Disease is killed off by the immune system.
- 3-4 Disease dormant. No effect this turn. Roll again next turn.
- 5 Nurgles Rot begins to spread. Lose 1 Wound. Roll again next turn if still alive.
- 6 Disease rampant. Lose D3 Wounds. Roll again next turn if still alive.

Rot launcher: (a striking familiarity to the Epic Mega Gargant mega cannon!)

The launcher has a range of 30". A 2" template is placed at the point of impact. Anybody under the template is hit automatically and anybody partially under is hit on a 4+. Those

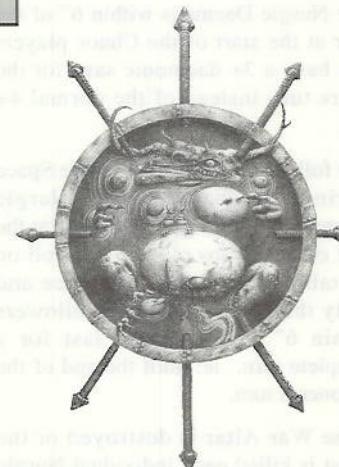
Sponson mounted weapons

The sponson mounted heavy bolters found in the normal Leman Russ are frequently mutated to give more pestilence orientated firepower.

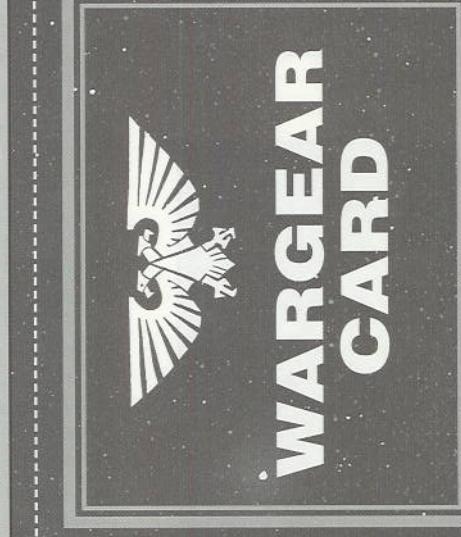
Vomit spray cannon: (Looks remarkably like an Epic Titan rocket launcher!)

Uses the heavy flamer template. This can be placed anywhere within the normal 180 degree fire arc with the narrow end touching the cannon. Anybody under the template is automatically hit and anyone partially under is hit on a 4+.

Those affected suffer a Strength 3 hit with no armour save allowed.



affected have now contracted Nurgles Rot. Place a Nurgles Rot counter besides them and at the end of each turn roll on the Nurgles Rot table above for each affected model.



Throne of Nurgle

28 Points

The Throne of Nurgle incorporates a Conversion Field and a psychic field. The Conversion Field protects those seated in the throne from incoming shots and the psychic field protects the Throne and the War Altar it is mounted upon from the attentions of enemy Psykers. The Conversion Field gives a 4+ unmodifiable save against all shots which hit the Throne and the psychic field will nullify all psychic powers directed at the war altar on the roll of 4+.

HIGH PRIEST OF NURGLE ONLY

NURGLE WAR ALTAR

VEHICLE DATA

RAM VALUE:

STRENGTH 8

D12 DAMAGE

-5 SAVE

MOVEMENT:

SLOW SPEED: 4"

COMBAT SPEED: 8"

FAST SPEED: 16"

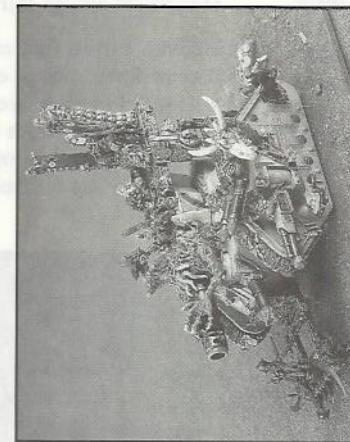
TYPE: TRACKED

CREW:

- 1 NURGLE SPACE MARINE DRIVER
- 4 NURGLE SPACE MARINE GUNNERS

WEAPONS

One sponsor mounted **rot launcher** and one sponsor mounted **vomit spray cannon**. One lascannon in the hull and one **battle cannon** in the turret. Each sponsor weapon has a targeter and a 180° field of fire to their side of the vehicle. The lascannon is fitted with a targeter and has a 90° field of fire to the front. The battle canon is fitted with a targeter and has a 360° field of fire. The Leman Russ is fitted with a set of auto-launchers carrying frag or blind grenades.



		LOCATION		ARMOUR	
		FRONT	SIDE/REAR	FRONT	SIDE/REAR
D6		1	Track*	17	17
		3-3	Hull	23	19
		4	Sponson Weapon	18	18
		5	Turret	26	23
		6	Throne of Nurgle	See page 11 of Journal 12	

*Hit the one nearest the attacker

Track Damage Table

D6 1 The track is damaged but keep running. The Leman Russ may only move at slow speed for the rest of the game.

2-5 The track is blown off. The Leman Russ moves out of control next turn and then comes to a permanent halt for the rest of the battle.

6 A track is blown off and the resulting damage smashes the vehicles drive shaft causing it to flip over. The wreck comes to rest D6" away in a random direction, any model it lands on takes D6 st7 hits with a -2 saving throw modifier. Roll a D6 for each model on board, they are killed on ad6 roll of 4, 5 or 6. Surviving models may dismount using the normal rules.

Hull Damage Table

D6 1 The hull mounted lascannon is destroyed and may not be fired for the rest of the battle. A large explosion tears through the crew compartment. Roll a D6 for each crew member. On a roll of 4, 5 or 6 they are hit and killed.

2-3 The Leman Russ's engine explodes, killing the crew. The tank is spun round to face in a random direction by the force of the explosion and then comes to a permanent halt.

4 A spark ignites the fuel tank and it bursts into flames, killing all of the crew. The flaming wreck moves out of control next turn and then explodes. Anything within 3" of the point where it ends up is caught in the explosion, suffering damage as if hit by a heavy flamer.

5 The Leman Russ's ammunition explodes. The Leman Russ is destroyed and any models within 3" suffer D6 strength 10 hits with a -3 saving throw modifier.

Sponson Weapon Damage Table

D6 1 The weapon is damaged and may only be fired if you first roll a 4 or more on a D6.

2-5 The weapon is destroyed and may not be fired for the rest of the game.

6 The weapon is destroyed as above, but the explosion causes a flashback to the hull by passing any armour and causing a secondary explosion there. Roll on the hull damage table to find out what effect this second explosion has.

Turret Damage Table

D6 1 The battlecannon is damaged and may only be fired if you first roll a 4 or more on a D6.

2 The turret is jammed and may no longer rotate. The battlecannon may only fire in a straight line at targets that are directly in front of it.

3 The turret gunner is killed. Unless his position is taken over by another crew member the battlecannon may no longer be fired.

4-6 The ammunition explodes and the Leman Russ is destroyed. All crew are killed and the turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where the turret lands takes D6 strength 9 hits with a -6 saving throw modifier.

WEAPONS	RANGE	TO HIT	SHORT LONG	STR.	DAM.	SAVE	ARMOUR	PEN.	SPECIAL
Rot launcher	0-15	15-30	-	-	Nurgles Rot, see main rules	2" blast	D6+3		
Vomit spray cannon	Template			3	1	no save	D6+3		
Battle cannon	0-20	20-72	-	8	2D6	-3	3D6+8	2" blast	
Lascannon	0-20	20-60	-	9	2D6	-6	3D6+9		
Auto-launcher	6	-	-	-	As grenade type				
Frag Grenade	-	-	-	3	1	-1	D6+3	2" blast	
Blind Grenade	-	-	-	-	-	-	-	2" blast	

POINTS COST: 345 points

WARHAMMER

A DRINKING WE WILL GO!

By James Funnell

When Dwarfs go to battle they drink a few flagon's of ale each, and are always ready for a good fight. But if they are lucky, the army might be accompanied by Snorri Henglehammer and a prized cask of Bugmans XXXXXX beer to boost the morale!



Well we'll

*Drink, drink, drink, drink,
then we'll drink some more.*

*We'll drink a spot before we
stop,*

and that will be an awful lot.

*Then we'll sing our song ho!
(pause)*

And fall upon the floor.

*Dwarf brewers' hymn to
Grimnir,*

*(Sung to the tune of "Four
and Twenty Firkins")*

Josef Bugman is the most famous Dwarf master brewer of all time. To a Dwarf the art of brewing is a skill as worthy as that of an artisan. All Dwarfs drink vast quantities of ale, and enjoy nothing better than a raucous evening drinking and singing. There are many famous Dwarf ales, and many renowned brewers, but the name of Josef Bugman stands as a paragon of quality and his name is famous throughout all the Dwarf realms.

Josef Bugman has had many triumphs at his secret brewery which include such notorious ales as Owd Troll Brew, but by far his greatest and indeed reputedly the greatest beer in the whole of the Dwarf kingdoms is Bugmans XXXXXX. It is said a Dwarf would forgo drinking for an entire day, if he would be rewarded with a single tankard of XXXXXX!

BUGMANS BEER WAGON

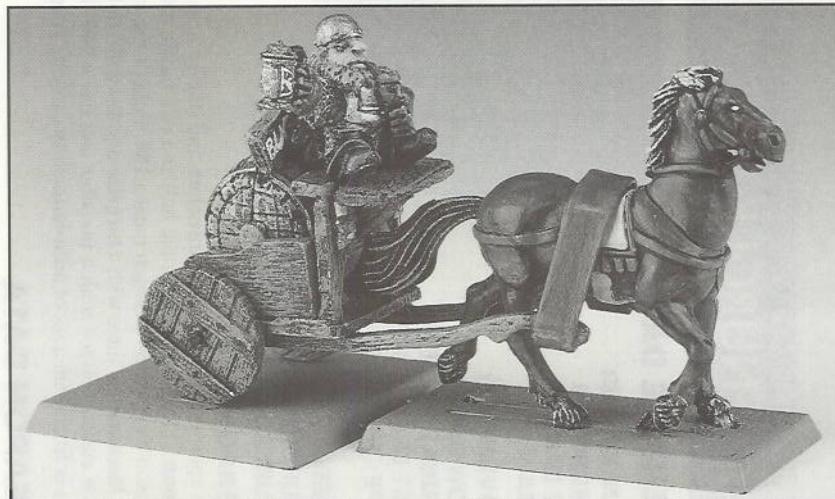
40 Points

+ Snorri Henglehammer 60 Points

+ Bugmans XXXXXX 50 Points

Bugmans beer wagon is just a typical well built Dwarf cart. But its cargo is truly amazing and will stir any Dwarf's emotions while attracting a thirsty crowd everywhere it goes. Dwarfs are always thirsty after all.

Heaven forbid that anything should dare rock the cask or even worse, spill a drop! For they would attract the uncontrollable wrath of every Dwarf that saw the calamitous event and be chopped to bits for their wrong doing.



Bugman's beer wagon charges into battle, "Wait a minute, I want a drink!"

MOVEMENT

Bugmans beer wagon moves in exactly the same way as a chariot. It may move independently just like a character but may not make a march move. The beer wagon may not cross obstacles or difficult terrain and if it is forced to do so it will automatically take D6 strength 6 hits.

The beer wagon is pulled by a single horse, whose name is Bert, giving the wagon a normal move of 6" per turn. If the horse is killed then the beer wagon will be immobilised and will not be able to move for the rest of the game. If Snorri is killed then the wagon will move out of control for the rest of the game.

FIGHTING BUGMANS BEER WAGON

In hand to hand combat the beer wagon fights in the same way as a normal chariot. It is crewed by a single Dwarf, Snorri Henglehammer, so always use his Weapon skill when determining if the chariot has been hit, if he's alive.

When the beer wagon is hit either by shooting or during close combat randomise the hits between, the beer wagon, the horse and Snorri. For each hit scored on the wagon roll a D6 and consult the appropriate table below.

The beer wagon and the beer barrel have their own characteristics as shown to the right. If the wagon is reduced to 0 Wounds it is destroyed and the beer barrel will also be crushed in the wreckage and destroyed. If the beer barrel is reduced to 0 wounds then it cracks open and spills its precious contents all over the ground.

THE BEER BARREL

The beer barrel is very special to the Dwarfs who love it's contents and will do anything to keep it safe from harm. Any Dwarf unit, warmachine or character that is within 12" of Bugmans beer wagon may add +1 to its



Profile	M	WS	BS	S	T	W	I	A	L	D
Beer wagon	-	-	-	5	6	3	-	-	-	-
Beer barrel	-	-	-	-	4	2	-	-	-	-
Bert the Horse	6	3	0	3	3	1	3	1	5	

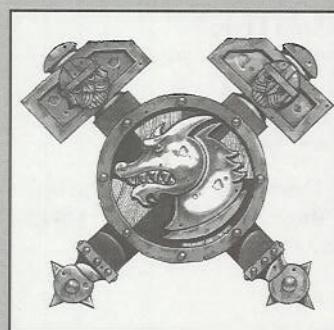
Leadership characteristic, up to a maximum of 10, when testing for Fear, Panic or to see if they break. They do not gain this bonus against magical attacks.

If the beer barrel is destroyed during the game then any Dwarf unit that is within 12" and has line of sight to the spot of the foul deed will become subject to the rules for Frenzy for the rest of the game (this includes warmachine crew).

If the beer barrel is destroyed by a flame attack the alcohol inside will burst into flames. Any model within 3" of the beer wagon will take D6 strength 6 hits with no save allowed.

BUGMANS BEER WAGON HIT CHART

Shooting		Hand to hand	
1	Beer barrel	1	Beer barrel
2	Snorri	2-3	Snorri
3-5	Beer wagon	4-5	Beer wagon
6	Horse	6	Horse



A DRINKING WE WILL GO!

MODELLING YOUR VERY OWN BUGMANS BEER WAGON

How to make your very own beer wagon in five easy steps.

Step One:

Telephone a helpful mail order salesperson and purchase an old Bugmans cart miniature.

Step Two:

While awaiting the arrival of your miniature go down your local hobby shop and get some balsa wood. You only need a little bit and it needs to be about 3 mm thick.

Step Three

When Bugman's cart arrives glue it together and get your balsa wood ready.

Step Four

Take your balsa wood and cut out two side pieces into something like the ones in the picture on page 14 of my Bugmans cart. Curve the tops of them to make them look more interesting and cut a smaller piece to fit across the back of the cart.

The next piece to make is Snorri's footplate. This needs to be the same width as the cart and it will need a small triangular piece glued beneath it to support the footplate.

Step Five:

Paint your Bugmans beer wagon in the appropriate colours using Citadel Colour acrylic paint.

There you have it a finished Bugman's beer wagon ready to roll.

BUGMANS XXXXXX EFFECTS TABLE

At the beginning of the battle a single Dwarf unit or character can drink some of the legendary ale. Roll a D6 and consult the table below to determine what effect this has upon the Dwarfs.

D6 RESULT

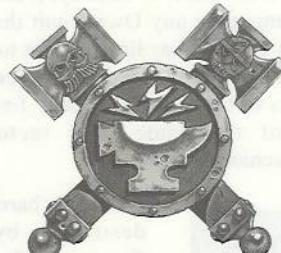
- 1 Bugman's XXXXXX makes the Dwarf unit even more resilient towards magic than they usually are. Any spell cast at the unit will be dispelled on the roll of 5+ on 1D6.
- 2-3 The draught of XXXXXX emboldens the dwarfs who all gain +1 to their leadership characteristic for the whole of the game.
- 4 The Dwarf unit wants to get into a fight as soon as they possibly can and move toward the enemy at an astounding rate. Increase the Dwarfs Movement by +1.
- 5 The Dwarfs have so much of the beer that they are filled with confidence and become utterly fearless. The Dwarfs are completely immune to psychology for the rest of the game. This includes Break tests.
- 6 WOW that hit the spot! The Dwarf unit may add +1 to its Leadership, Toughness and Attacks characteristics for the rest of the game.

The beer wagon and the horse will be instantly vapourised but Snorri will take the D6 hits - he may have a Rune of the Furnace which would protect him from the flames.

If the beer wagon is destroyed in this way Snorri will become so annoyed that he will act as an independent character from now on and may leave the wreck of his beloved beer wagon. Snorri will also become subject to the rules for Frenzy.

BEER WAGON ATTACK

The beer wagon works in much the same way as a chariot when it charges. The wagon surges into the foe, crushing its enemies beneath its wheels and knocking other opponents to the floor.



When the beer wagon charges and only when it charges it will inflict an automatic D6 hits on the unit being charged. Any hits caused by the beer wagon have a strength of 5, this is a bit lower than normal chariots since the beer wagon is not built to be a deadly weapon.

Snorri's horse, Bert, has his own attacks which he makes in the usual method for combat.

The crew of the beer wagon, namely Snorri Henglehammer, may fight against any enemy that is in contact with the beer wagon, whether to its front, side or rear. Snorri will attack in normal initiative order just like other warriors.

FLEE AND PURSUIT

The beer wagon flees and pursues just like chariots and other troops. If it is broken in hand-to-hand combat and forced to flee it will move 2D6". If the beer wagon is caught by pursuers it will be destroyed. Similarly it will pursue fleeing enemy at the same rate, and will destroy them if they are caught.

WARMACHINES AND THE BEER WAGON

When you are firing at the beer wagon with a stone thrower or any other weapon that has a template to represent its effect , it will be possible to hit the crew, horse and the wagon itself depending on the position of the template.

Position the template as you would normally. Each part of the beer wagon is treated as a separate target and can potentially be hit. Remember that it is possible for such a weapon to hit the wagon, crew and the horse, Bert, all in one shot.

SNORRI HENGLEHAMMER

Snorri 60 Points

+ Bugmans XXXXXX beer 50 Points

Snorri is one of Joseph Bugmans best and most trusted friends, and is a very accomplished brewer in his own right. Snorri is the only Dwarf ever to be given the honoured job of transporting the fabled and highly priced Bugmans XXXXXX beer across the Dwarven kingdoms and the entire Warhammer World.

Profile	M	WS	BS	S	T	W	I	A	LD
Snorri	3	5	4	4	5	1	1	3	10



MAGIC ITEM 50 POINTS

BUGMANS XXXXXX BEER

Bugmans XXXXX beer is the finest ale a Dwarf could ever wish to drink. Even a tankard full can have astounding effects!

At the beginning of the battle a single Dwarf unit or character can drink some of the legendary ale. Roll a D6 and consult the table below to determine what effect the ale has on the Dwarfs:

- | | |
|-----|--|
| 1 | The Dwarf unit gains a 5+ dispel against any spell cast at them during the game. |
| 2-3 | The unit of Dwarfs gain +1 LD |
| 4 | The Dwarfs want to fight the enemy and may add +1 M |
| 5 | The unit is immune to psychology |
| 6 | The Dwarf unit may add +1 to their LD, A, and T |

DWARFS ONLY

Snorri now transports the beer to foreign places with the help of Bert the horse. How Snorri finds himself in the middle of so many battles will probably never be understood. But one thing that is understood is how Snorri's cart is always surrounded by Dwarfs before a battle begins. Snorri guards Bugmans XXXXXX and always has a barrel with him. It is said that those who drink the XXXXXX will become incredibly strong and invincible in battle. Whether this is true or not, nobody can tell but Snorri always has a mug of XXXXXX before a battle and he is still here.

Equipment.

Snorri wears heavy armour and is armed with a hand weapon.

Save. 5+

Rides. Snorri always accompanies the Dwarf beer wagon into battle. If the beer wagon is destroyed he will remain with it to guard the remains of the cask of fabled XXXXXX beer, unless it is destroyed by a flame based attack, in which case he will become Frenzied.

Magic items. Snorri is entitled up to 2 Magic Items, one of these is always the cask of Bugmans XXXXXX.

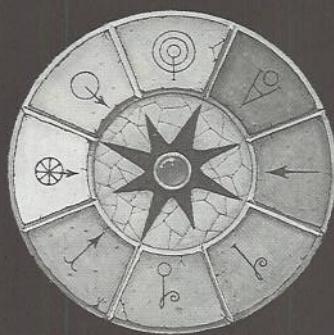
SPECIAL RULES: Like any Dwarf Snorri likes his beer and always has a few tankard fulls before going to battle. As a result of this he is considerably more resilient and has had his statistics altered to suit.

It has sometimes been observed that the different characters of the High Elves and Dwarfs can be likened to their favoured beverages of wine and beer. Where the Elves savour fine wines carefully sipped from tiny crystal glasses, the Dwarfs noisily swill gallons of foaming ale, pausing only to belch loudly and bellow for more.

This contrast cannot have been more apparent than during the visit of the Elf Phoenix King Bel-Shanaar to Karaz-a-Karak, when, according to the holds book of honour, the Elf King presented the Dwarf King Snorri Whitebeard with a single cask of Ellyrion wine, a vintage so rich and precious that the cost of a single glass would bankrupt the average Elflord.

The Dwarf king, keen to show his appreciation, stowed in the barrel lid with his axe and guzzled the whole lot in one go, wiping the copious spillage with his beard as his fellow Dwarfs cheered loudly. Quite what the delicate Elven courtiers made of this performance is not recorded. It can only be imagined what the Elf king thought of the dozen barrels of Gutstrangle's Owd Nasty Dwarf ale and two gallon Dwarf souvenir tankard which he received in return.

MAGIC ITEM



MAGIC ITEM

BLOOD BOWL[®]

THE REFEREE IS NEVER WRONG!

By Thomas Stacey

League Commissioners, have you ever felt left out while your friends are playing Blood Bowl and you have to sit around and watch them play? Are you fed up with answering their rules questions? Is the only fun you get writing the league magazine? Well if the answer is yes to any of these then here is your answer, Referees!

Yes the friendly ref. Humble in appearance but with power far beyond a mere mortal. The power to change a match or to be smashed into a pulp. Whatever, referees are going to make you, the League Commissioners, lives much more fun and exciting. Aren't we good to you!

Referees have been around since the Blood Bowl game first began and they have had to change every time Blood Bowl has changed. But two things have remained the same throughout. Referees still either get their heads smashed in by the players or the referee smashes the players heads in. Afterall Blood Bowl was built on good old fashioned violence.

During the last few years a strange development has been taking place amongst referees. Some refs are becoming rather popular. These so called Star Refs travel the Old World, turning up for Blood Bowl matches and are more often than not picked for the match by the tournament organisers because they bring in the crowds for one reason or another. Some Star Refs are so inexplicably bad at refereeing that players can get away with almost any unspeakable acts of, well they are unspeakable. Others are just dead 'ard and the crowds just love to watch referees giving as good as they get back to the players.



Choosing a referee

Because it is the League Commissioners job to play the referee you get the job of choosing them too. If you have created a referee of your own using the following rules then you could have him refereeing your match or you can choose one of the 8 Star Refs which are included at the end of this article, on star player cards. The players can't argue with you, they agreed to you being the League Commissioner so it's tough. But please don't let all this power go to your head. Try and choose a referee for the match that will make the game more fun and challenging. ie: don't take the Minotaur every match.

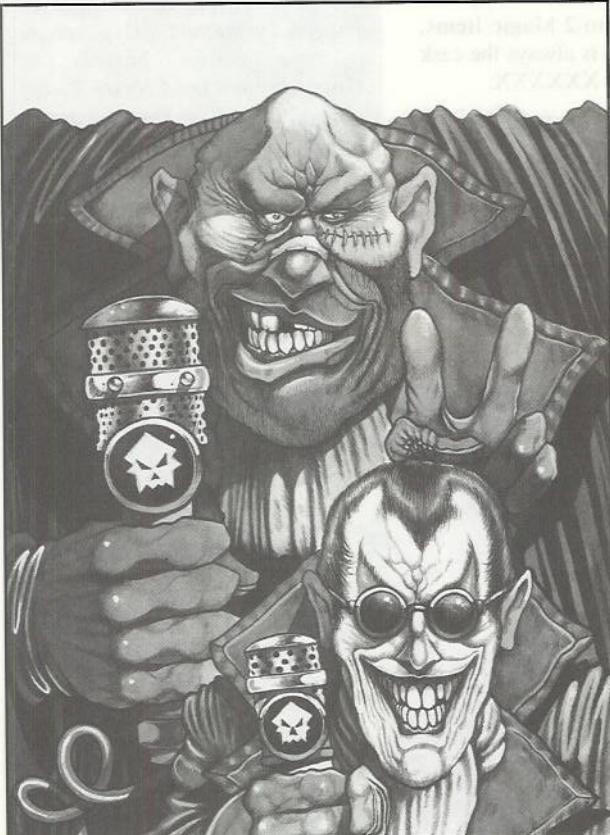
Creating your own referee

Firstly choose which race you want your referee to be. The referee has the same profile as the basic Lineman type of their race and follows any special rules and skills for that race or position. Referees begin with no skills and experience but gain these as they progress in the refereeing trade in the same manner as players do.

Referees on the pitch

You must use a suitable referee miniature which should be painted in black and white stripes. There are a few of the referee miniatures from Blood Bowl second edition still available from mail order which are what I suggest you use.

The referee's aim in life is to remain within 9 squares of the football every turn so that he can keep up with the action and make decisions as and when they are required. The referee's turn takes place after both other players turns. ie: after the second players turn 1 but before the first players turn 2. The referee's turn slots in here every turn of the game until the end of the match or until the ref is injured.



THE REFEREE'S NEVER WRONG!

After the referee has had his turn count the number of squares that the ref is away from the football. If the referee is within 9 squares or less then the ref is doing a good job of keeping up with the action and making sure that the game is flowing. Note down how many turns the referee is within 9 squares of the ball at the end of his turn on a piece of paper. This will be required at the end of the game when star player points are awarded. A Star Ref is as good as they are going to get and will not receive any star player points but should still attempt to remain within 9 squares of the ball to keep up with the action, at least if he wants to keep his job.

Players may block or blitz the referee during their turn and risk the wrath of the ref. If a referee is blocked but does not get injured (ie: off the pitch) then as soon as he is standing on his feet again he will try to send off the perpetrator who blocked or fouled him. The player is sent off on a D6 roll of 4 or more. Other players who assist the block/foul will not get sent off.

When a referee is stunned then place him face down as normal. A referee that is prone may not send any players off, so all the players can cheat and foul as much as they like while the ref is down. You can still only make one foul each turn it's just that on the roll of a double a player will not be sent off. If a referee is injured or removed from the pitch then a normal ref will come on in his place. Carry on the game as per the rules for a normal match.

A referee who is knocked out during the first half will not return to the game until the start of the second half and a referee knocked out during the second half will not recover until after the game is finished. A ref who is badly hurt, injured or dead is out of the game as normal. If a Star Ref dies then they cannot be chosen to ref another match again, unless them Undead get hold of him anyway!

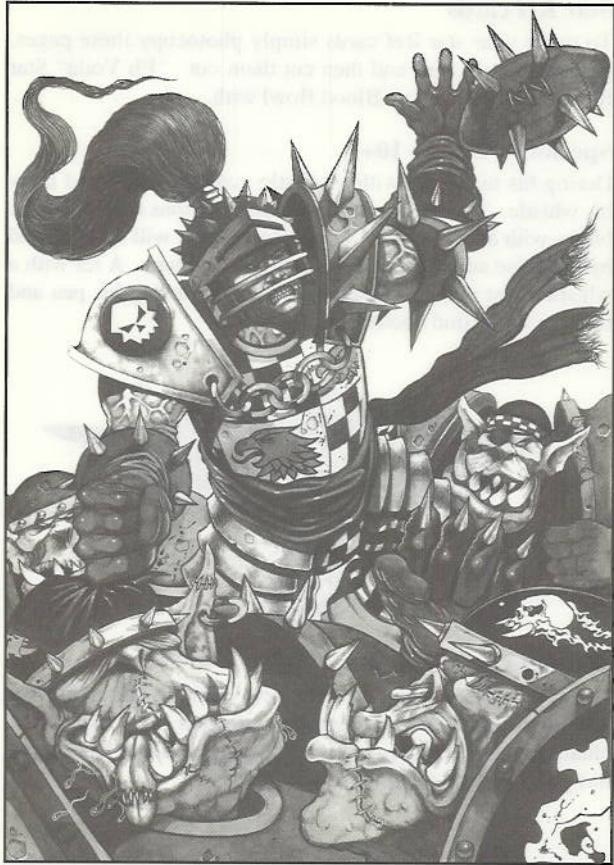
Referee Experience

At the end of the match count how many turns the ref has stayed within 9 squares of the ball. If the ref has only managed to be within 9 squares for 4 turns or less (or 25% of the game in the special case of a Riot) then he is sacked and may never referee in this league again. This means the League Commisioner may not choose this referee ever again. Note players that you *can* try and keep the ref away from the ball in an attempt to get him sacked.

If the Ref has been within 9 squares for 12 turns out of the 16 (or 75%) then the referee receives a Refereeing Award which is worth 10 star player points. The referee gains 5 star player points for each player he sends off during the game. The ref will also gain star player points for casualties that he has caused as stated in the Deathzone rulebook.



When a referee has enough star player points he may make a roll on the star player roll table in exactly the same way as a player. Characteristic increases are added to the refs statline as normal. If the ref is going to gain a new skill then you may choose a skill from the list on the next page. The racial restrictions are noted down with them and the rule for rolling doubles and choosing skills not usually available to them apply. Note that the skills on the list are the only ones of any use to a referee so any other skills may not be chosen for a referee.



If there is a Get the ref result on the kick off table then the ref has been injured and may not referee this match. A replacement referee is found at the last minute who must be a normal ref and as such you should play a normal match.

After both teams have set up, but before the kick off the League Commisioner may place the ref in any empty square on the pitch. When you place the ref remember that there is a point to staying within 9 square of the football but you may choose not to if you wish.

The League Commisioner takes the referee's turn and he has the choice of one of the following four actions:

Move his MA (a ref may not "Go for it" or Blitz)

Make a Block against an adjacent player

Make a Foul against an adjacent prone player (if he rolls a double the crowd throw rotten eggs at him and he must leave the field as if he had been sent off)

Stay still and watch the field like a Hawk

A ref who stays still and watches the field like a Hawk will spot any foul made on the pitch and will send off the fouling player on a D6 roll of 4 or more. If the player making the foul rolls a double, then he is sent off anyway.

Referees do not exert a tackle zone so players do not need to make a dodge roll when standing adjacent to the referee. Referees may ignore tackle zones when moving because nobody will trip up the ref by accident. Referees may never touch the football and if the ball should land in a square occupied by a referee then it will scatter one square away from him. You see, referees always get in the way in every sport.

THE REFEREE'S NEVER WRONG!

Referee Skills: All referees

Blitz = The referee may blitz the closest player each turn (Randomly decide if two are equi-distant).

Mole Eyes = Ref must stay within 7 squares instead of 9.



Eagle Eyes = Ref may be within 11 squares instead of 9.

Strict Ref = You may not argue the call with a strict ref.

Super pro = Gains a referee reroll once each half.

Escapist = May evade a get the ref roll on a D6 roll of 4+.

Personal Apothecary = Works in the same way as any apothecary but for the ref only.

Fast runner = May Go for it as described in the Blood Bowl rulebook.

Terrible Ref = Will only send a player off on the D6 roll of 4+.

Assistant Ref = The assistant ref will send off any players that block or foul the ref (or any other players for that matter) while he is prone or injured.

Bias Ref = This ref will side with whichever team is winning at the time. The team which is losing cannot argue the call.



Loves Dirty Tricks = Add +1 to all penalty rolls when this ref is on the pitch.

Hates Dirty Tricks = Subtract -1 to all penalty rolls when this ref is on the pitch.

Hates Gang Ups = When a player makes an assist roll a D6. If this is equal or less than the number of models making assists on this block then a randomly chosen player making the assist is sent off.

Lawquoter = Whenever this ref sends off a player he quotes a load of rules to them and misses a bit of the game action. During the next turn nobody will be sent off, even if the referee has got an assistant ref.

Star Ref cards

To make your star Ref cards simply photocopy these pages, glue them onto card and then cut them out. "Eh Voila" Star Ref cards ready to play Blood Bowl with.

Special: Whistle - 10+

During his turn a ref with a whistle may stand still and blow his whistle. The ref may make no other actions this turn as he blows with all his might. The closest player will be deafened by the noise and cannot move or block next turn. A ref with a whistle must make a penalty roll to avoid losing his pea and running off to find another one.



Special: Chainsaw - 8+

A ref with a chainsaw must make a penalty roll as normal although this does not mean they are sent off. Instead the chainsaw has been glogged up with players limbs and the ref has gone to clean them off of his chainsaw.

Referee Skills: Specific Races

GENERAL SKILLS: *Not Halflings or Goblins, but all other refs*

Block, Dauntless, Dirty Player, Frenzy

STRENGTH SKILLS: *Dwarf, Chaos Dwarf only*

Mighty Blow, Multiple Block, Piling on, Stand Firm

AGILITY SKILLS: *Halflings, Goblins, or any Elf only*

Leap, Jump Up, Side Step

Sprint / Sure Feet = May only use these skills if the ref has Fast Runner skill as well.

PHYSICAL SKILLS: *Skaven, Undead or Chaos only*

Claw, Foul appearance, Razor sharp claws or fangs, Regenerate, Spikes, Thick Skull

Horns = May only use this skill if the ref has Blitz skill as well.

Very Long legs = will not add +1 to interception rolls because a ref may not intercept.

Two heads = Ignore the usual rules for having two heads. For a ref this means they always count as though they are Watching the field like a Hawk because they can look in two directions at once.

**GRANDSHANK MASHERHOOF
MINOTAUR**



MOVEMENT 6 **STRENGTH** 6 **AGILITY** 2 **ARMOUR** 9

SKILLS Blitz Horns Thick Skull Mighty Blow	TEAMS REFeree
SPECIAL NONE	

STAR REFEREE

**BLINKY THE SHORTSIGHTED
HALFLING**



MOVEMENT 5 **STRENGTH** 2 **AGILITY** 3 **ARMOUR** 6

SKILLS Terrible Ref Mole Eyes Personal Apothecary	TEAMS REFeree
SPECIAL NONE	

STAR REFEREE

**ERIK VAN DER GANN
HUMAN**



MOVEMENT 5 **STRENGTH** 3 **AGILITY** 3 **ARMOUR** 8

SKILLS Hates Gang Ups Eagle Eyes Super Pro	TEAMS REFeree
SPECIAL NONE	

STAR REFEREE

**LOWDOWN SCURFLICK
GOBLIN**



MOVEMENT 6 **STRENGTH** 2 **AGILITY** 3 **ARMOUR** 7

SKILLS Terrible Ref Bias Ref Loves Dirty Tricks	TEAMS REFeree
SPECIAL NONE	

STAR REFEREE

THE REFEREE IS NEVER WRONG!

GUNNAR WHISTLEBLOWER
DWARF



MOVEMENT	4
STRENGTH	3
AGILITY	2
ARMOUR	9

SKILLS	TEAMS
Block Thick Skull	REFeree
SPECIAL	
WHISTLE	

STAR REFEREE

TWO HEADS VERMIN
SKAVEN



MOVEMENT	7
STRENGTH	3
AGILITY	3
ARMOUR	7

SKILLS	TEAMS
Fast Runner Two Heads Escapist	REFeree
SPECIAL	
NONE	

STAR REFEREE

MAX "KNEECAP" MITTELMANN
HUMAN

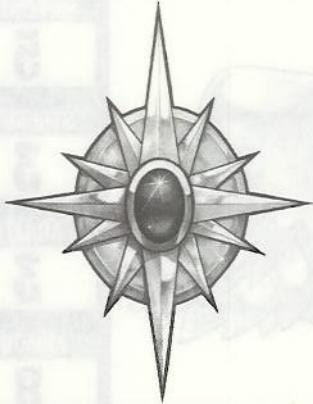


MOVEMENT	6
STRENGTH	3
AGILITY	3
ARMOUR	8

SKILLS	TEAMS
Blitz Frenzy	REFeree
SPECIAL	
CHAINSAW	

STAR REFEREE

CITELIETH LAWQUOTER
HIGH ELF



MOVEMENT	6
STRENGTH	3
AGILITY	4
ARMOUR	8

SKILLS	TEAMS
Strict Ref Eagle Eyes Lawquoter	REFeree
SPECIAL	
NONE	

STAR REFEREE

WARHAMMER

XMAS MADNESS!

By The Journal Team

It's Christmas time and everything is in Chaos. The great sorcerer Zanta Klause the Completely Barmy is paying a visit to the greater populated areas of the Old World, with the intention of treating us to some of his seasonal merriment!

It's Christmas time yet again and, as the tradition now goes, here is this year's seasonal fun to bring to your gaming tables. So kick the goose out of the way, move all that lovely food off the dining room table and lay out your Warhammer battlefield. Get your armies ready to play with the Xmas Madness event deck!

So where did this crazy idea come from?

A few months ago the three of us sat down and thought of lots of ideas that we could use in the Christmas edition of the Citadel Journal. We had a lot of really good ideas but we could only include one. Then we realised, why don't we link them together to form a strange Christmas event deck of cards for particularly strange people to use in their games of Warhamer. A good idea we thought, so we did it.



How to make your Xmas Madness event deck

Start by photocopying the following two pages which have got the cards on - you will need to make 3 copies of the second page to get all of the backs that you will require.



Next cut them out and stick the cards onto some card as this will strengthen them and make them a lot more durable. Once you have all the backs glued onto the cards as well you will have a complete Xmas Madness event deck.

Using the Xmas Madness event deck

At the beginning of the battle take the deck of 12 Xmas Madness event cards and deal out three to each player. These cards may then be used at the time that the cards state for whatever bizarre purpose you have in mind.

Our favourite cards are the giant exploding Xmas pudding which uses the template on the inside back cover of your Journal and the scrooged card which allows you to cancel out one of your enemy's Xmas Madness event cards.

I hope everyone out there will be using these mad cards this christmas and if you are not I want to know why!

Designing your own Christmas Madness event cards

Designing your own Xmas Madness event cards is good fun. As you can imagine we had a really good time doing these ones.

All you have to do is think of something associated with Christmas. Like snow, or Father Christmas or giant exploding Xmas puddings. Then think up some amusing and funny rules to go with them.



Make sure your rules are fair and most importantly simple to understand. If you think of any particularly good ones send us a letter with your idea. Have a merry Christmas and a happy New year.

SURPRISE XMAS COSTUME

This is one of Zanta's favourite gags and always invokes a considerable amount of surprise and laughter from all who witness it. The poor victim suddenly finds himself clothed in bright red trousers with a matching coat. There are fluffy white bits all along the clothes edges and to top it off a huge false white beard has appeared on his face.

You may play this card on a single friendly unit at the beginning of the game. These troops, who Aunty gave the socks to, receive a magical movement bonus of an additional D6" in its first turn. This bonus is in addition to other movement and is not doubled when charging or marching. After the first turn the power of the socks is exhausted and the unit moves normally from now on.

XMAS SHERRY & MINCE PIES

As the troops ready themselves for a hard fight and slowly advance upon their enemies the most mysterious thing happens. Their weapons serenely float out of their hands and back to their scabbards while the troops watch, jaw agape, then suddenly a mince pie appears in one of their hands while a glass of sherry appears in the other.

Play this card on any unit, character or war machine at the beginning of any turn. The troops may do nothing at all as they busily stuff their faces and drink their sherry. If attacked in hand to hand combat they will drop the pies and sherry and fight as usual. If this card is played on a flying model it will magically hover in the air, suffering no damage. Miniatures which have no hands will still scoff their faces with the lovely food.

XMAS GOODWILL

A strange silence descends upon the area and out of nowhere the sounds of beautiful singing drift across the battlefield, calming everyone and inspiring peace and good will.

You may play this card at the beginning of any close combat phase on two or more units that are engaged in close combat. All units effected must be engaged in the same combat. All units in the combat stop fighting for this turn and shake each others hand, claws etc. Some individuals will even try to arrange a friendly game of Blood Bowl! This effect ends at the end of the close combat phase and troops will fight again normally next turn.

GIANT XPLODING XMAS PUDDING

A Giant Xmas Pudding suddenly appears above the battlefield. Everything stops for a second as everyone inhales the lovely aroma, and then... BOOM!

You may play this card at any time during the game. Place the special Xmas pudding template that's on the inside back cover, in the centre of the table. Now roll the scatter dice and 3D6 and move the pudding to its new location. If a Hit is rolled the pudding stays where it is. The pudding will now explode, anyone under the template will be hit on the roll of a 4+ and will suffer a S-5 hit. No save is possible against a Xmas pudding and it's attacks count as flaming so creatures that are vulnerable to flaming attacks will suffer double damage.

XTRA STRONG BEER

The men had a wonderful time last night, one of them found a couple of kegs of ale in an old shack and everyone had a bit. Unfortunately this ale is one of Zanta's special brews and it's effects still seem to be effecting them!

You may play this card on a unit at the beginning of your enemies first turn. The unit will move haphazardly during its first movement phase as they stumble around in a drunken manner. Roll the scatter dice and move the unit 2D6" in the direction shown (measuring from the centre of the unit). Now roll the Scatter dice again, this is the direction that the unit is now facing so organise the models so that they are pointing in this direction. After the first movement phase is over the troops will sober up and will be able to move normally from now on.

PRESENTS FOR THE LADS

Up in the sky a fiery trail appears and everybody stares up as a bright red chariot comes flying through the air towards them. As it passes over the battlefield brightly coloured boxes drop from it and fall directly towards a unit on the ground.

You may play this card at any time during the game on an enemy unit. The unit has been hit by falling Xmas presents and takes 2D6 strength 3 hits from the falling boxes. However it isn't all bad as the survivors will find useful presents among the debris and now count as having an extra hand weapon instead of one (convert some models so that they are carrying big teddy bears and the like!).

AUNTIE'S XMAS SOCKS

Just before the battle your army was visited by a nice old lady who called herself Aunty Klausie. She gave your men nice new socks to wear in the upcoming battle.

Play this card on a single friendly unit at the beginning of the game. These troops, who Aunty gave the socks to, receive a magical movement bonus of an additional D6" in its first turn. This bonus is in addition to other movement and is not doubled when charging or marching. After the first turn the power of the socks is exhausted and the unit moves normally from now on.

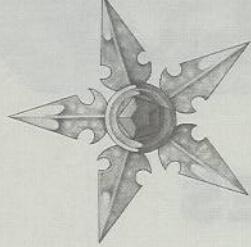
SCROOGED!

Ha, ha, ha. This very special card is all mean and stingy!



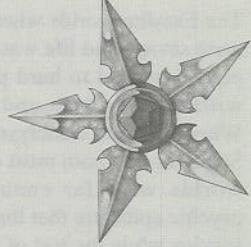
You may play this card to completely negate the effect of any other Xmas card that has just been played.

XMAS



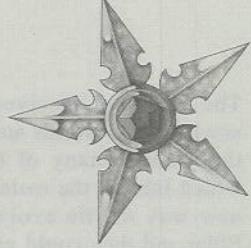
MADNESS

XMAS



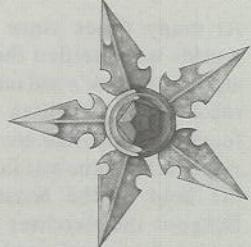
MADNESS

XMAS



MADNESS

XMAS



MADNESS

FAIRIES

Magically, as if from nowhere, a group of Fairies appears on the battlefield and start to pester all the combatants. These particular fairies love to play hide and seek and actively seek out any cunning troops who thought that they were hidden.

You may play this card at any time. You may play this card to reveal any one unit of troops or a single character or warmachine that would otherwise not be visible by means of a magic item or a spell. You can use this card to reveal a Dwarf warmachine that is using the Runes of Disguise if you so choose. Once the fairies have had their fun they will fly off to pester some other poor devil and will take no further part in the battle. Troops which are revealed with this card are visible for the rest of the game.

GHOSTS OF CHRISTMAS PAST

While your enemy advances towards you a mysterious fog seems to descend upon them. As reality fades away it is replaced by chilling ghostly figures who terrorise your foe with ghastly predictions of their fate unless they change their ways.

You may play this card at any time on a single unit or character of your choice. The targeted unit must take a LD test and if they fail then they will come under your command for the remainder of the turn. At the beginning of their next turn the effected unit must take another LD test. If they fail they will remain under your command but if they pass then reality again looms on their consciousness and they revert to their original allegiance. This predicament continues until the unit passes its LD Test.

THE SOUND OF MUSIC

The ghostly figure of a girl can be seen dancing over the hilltops. Any troops that are close to a hill can hear the faint sound of joyous singing, but those that are actually standing on the high ground get the full blast of terrifying tuneless song that will shake them to their very bones.

You may play this card at any point in the game. When it is played any troops that are standing on a hill must take an immediate panic test as if they had taken 25% casualties from shooting. The ghostly girl soon gets tired of the troops company so she will stop singing and sit down on top of a hill after the panic tests have been taken, effectively taking no further part in the game.

MAGICAL GROVE OF XMAS TREES

Suddenly and without warning a beautiful grove of Christmas trees rise up through the ground.

You may play this card at any time during the battle. Place a wood in the centre of the table and roll the scatter dice. If a Hit is rolled the wood will remain where it is. Should an arrow be rolled move the wood 3D6" in the direction shown. Any models that are under the wood when it comes up must make an initiative roll to dive out of the way. If they fail they will suffer a strength 3 hit as they are thrown to the ground. If the grove comes up underneath a unit then the unit will have to spend its next turn stationary while they reform. The new wood will now remain where it is for the rest of the game. The wood counts as difficult terrain so remember to halve all movement through the wood.

WARHAMMER® 40,000

ELDAR EXODITES

By Gavin Tyler

When Codex: Eldar was released we had to choose some of the vast variety of troop types included in the book to produce as actual miniatures and some not to. Amongst the ones which we decided against making are the Eldar Exodites. Here at the Journal Bunker we have received countless letters asking for some models. Well I decided to show you how to go about making your own Exodite miniatures.



Exodite Dragon Knight.

ELDAR EXODITES

During the Fall of the Eldar, Exodites was the name given to those who fled the Eldar worlds to escape from the reign of death and depravity that was ruling the Eldar race at the time. Society treated the Exodites as narrow-minded fools and fanatics obsessed with misery and self-denial, but they were, and still are, survivalists who choose exile over degradation and destruction. They found new worlds which were untainted by the touch of Chaos and which were far away from the main concentration of Eldar worlds.

The Exodite worlds where they settled were savage and life was difficult for a people unused to hard physical work without servitude and technology. When the final cataclysm erupted and Slaanesh was born most of the Exodite worlds were far enough from the psychic epicentre that they managed to survive while the rest of the Eldar race perished or was driven off into the depths of space in gigantic Craftworlds destined to wander the galaxy forever.



The Exodites survived upon their newly settled worlds and after a time they tamed many of the creatures which inhabit the isolated lands. A new way of life evolved for these Eldar and they could never go back. Part of their new life were the leaders, the Exodite Lords. The Exodite Lords took the Eldar and moulded them into a new people. Natural born leaders the Exodite Lords inspire courage and strength in the Exodites under their command.

At many times since the Exodite worlds were settled they have been attacked by Ork's and other aggressive races. The Exodites have always fought bravely, like any frontiersmen would if his home was in danger. With the help of the beasts known as Dragons the Exodites have usually held their ground and beaten off the attack. Though this is not always the case as the now desolate Exodite world of Crail'y ietor bears witness.

There are many kinds of dragons, many unique to specific worlds. For example the Megadon is a huge herbivore with a very long neck and its main body is as big as a house. Others such as those ridden by Exodites who are known as the Dragon Knights, are only a little larger than a horse and yet are carnivorous reptiles which have a fearsome reputation for ripping their foe limb from limb.

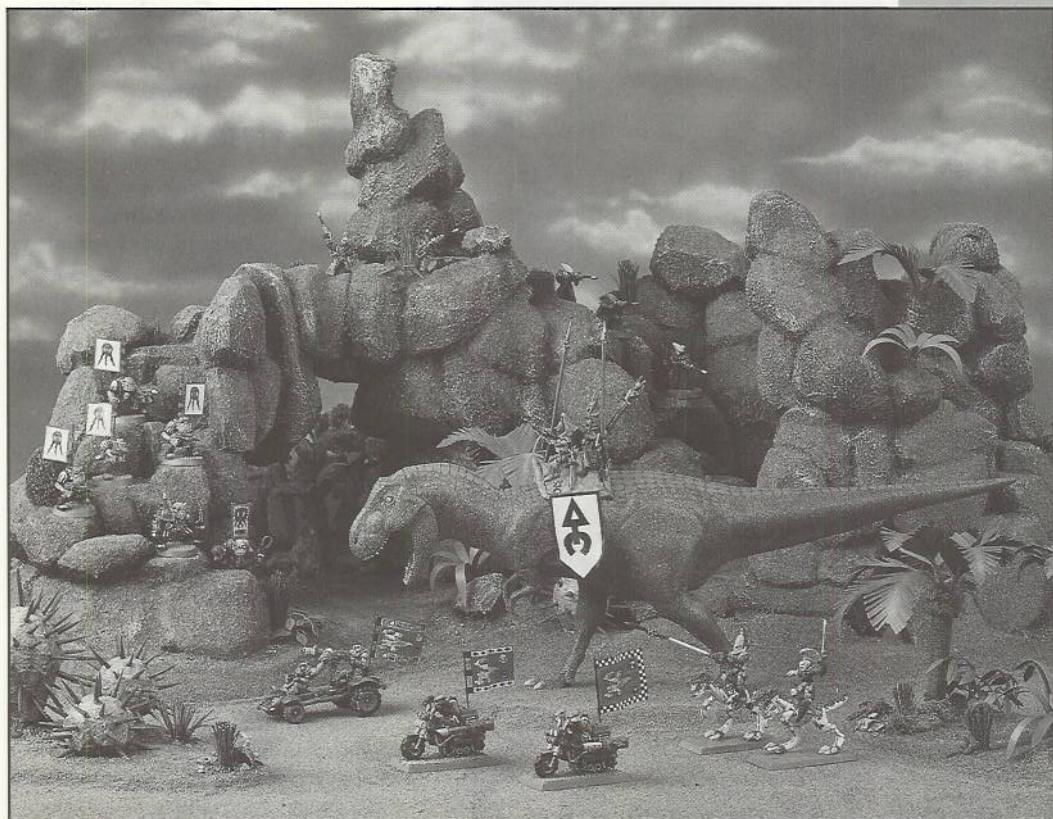
The largest of all the dragons ridden by the Exodites is the Carnosaur. The Carnosaur is over 10 meters tall and is a terrifying sight to behold. A ferocious predator the Carnosaur hunts down its prey and kills without mercy. The beast walks on its powerful hind legs, and uses it's long tail to balance, which means that the Carnosaur can move at an astoundingly fast speed.

The Carnosaur's scaly hide can deflect the most powerful blows. The dragon has a large reptiliene head and its long teeth are sharp enough to tear flesh and bone with consummate ease. The Carnosaur truly is a behemoth of the land and the bane of all the Exodite's enemies. The great Carnosaur are only ridden by the Exodite Lords because only they are skillful enough to ride the king of the Dragons.



The picture above shows a squad of Eldar Exodite Dragon Knights. The Dragon Knights have been made from Dark Elf Cold Ones with their spines cut off and the old Eldar Jetbike riders with Prince Imrik's lance arm.

I simply could not resist the temptation to do the "Jurassic Park chase scene", so I dug out the old Ork War Buggy and put together this little battlescene. The Carnosaur makes our mountain look positively small in comparison.



ELDAR EXODITES



An Exodite Lord.

EXODITE LORDS

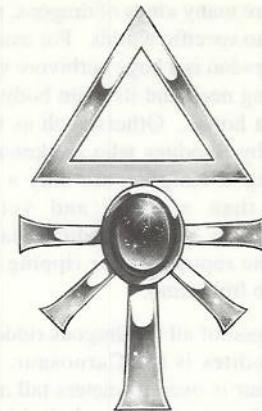
An Eldar army may include up to one Exodite Lord for each squad of Exodite Dragon Knights it contains. If you choose an Exodite Champion then he must join an Exodite Dragon Knight squad. Other characters may fight individually or join any Eldar Squads.

Champion	38 points
Hero	64 points
Mighty Hero	102 points

Troop Type	M	WS	BS	S	T	W	I	A	LD
Champion	5	4	4	3	3	1	4	1	9
Hero	5	5	5	4	4	2	6	2	9
Mighty Hero	5	6	6	4	4	3	7	3	10
Dragon	8	3	0	4	4	1	1	2	3

WEAPONS Laser Lance

ARMOUR Mesh armour
(5+ save)



WARGEAR Technology and artifacts are less common on the Exodite worlds than they are on Craftworlds. Therefore an Exodite Lord may have up to 1 Wargear card irrespective of his level.

An Exodite Lord may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections from the Wargear list (See Codex: Eldar).

SPECIAL RULES

Cause Fear. Dragons are large reptilian creatures which cause fear. See the Fear rules in the Psychology section of the Warhammer 40,000 rulebook for details.

Cavalry. Exodite Knights are cavalry of a very special sort. This means that the Dragon's toughness and wounds characteristics are never used, because attacks against cavalry always use the rider's toughness and wounds values. However, whereas other cavalry gain only a +1 armour save bonus, or +2 in the case of Ork Boarboyz, Dragon Knights receive a +3 armour save bonus.

Remember that a cavalry model always adds the attack value of the mount to that of the rider when fighting in hand-to-hand combat. An Exodite Lord Mighty Hero has a total of 5 attacks for example.

EXODITE DRAGON KNIGHTS

36 points per model

An Eldar army may include any number of Exodite Dragon Knight squads.

Troop Type	M	WS	BS	S	T	W	I	A	LD
Knight	5	3	3	3	3	1	4	1	8
Dragon	8	3	0	4	4	1	1	2	3

SQUAD

A squad consists of between 2 and 5 models, one of which will be the squad leader. If the leader is an Exodite Lord (see above) then he is included in the squads number (ie, 4 Dragon Knights + an Exodite Lord = a squad of 5 models).

WEAPONS

Laser Lance

ARMOUR

Mesh Armour
(5+ save)

WARGEAR

Any models may have additional weapons chosen from the Assault weapons section of the Wargear list.

Any models may have lasguns at a cost of 2 points per model or shuriken catapults at a cost of 6 points per model (See Codex Eldar)

SPECIAL RULES

Cause Fear. Exodite Knights ride huge reptile's called Dragons which cause fear in their opponents. See the Fear rules in the Psychology section of the Warhammer 40,000 rulebook for details.

Cavalry. Exodite Knights are cavalry of a very special sort. This means that the Dragon's toughness and wounds characteristics are never used, because attacks against cavalry always use the

rider's toughness and wounds values. However, whereas other cavalry gain only a +1 armour save bonus, or +2 in the case of Ork Boarboyz, Dragon Knights receive a +3 armour save bonus.

Remember that a cavalry model always adds the attack value of the mount to that of the rider when fighting in hand-to-hand combat. A Dragon Knight therefore has a total of 3 attacks.

CARNOSAUR

167 points

A Carnosaurus may be bought as a mount for a Champion and Mighty Hero and is paid for from the characters section of the army. Because the Carnosaurus is a solitary hunting creature, an Eldar army may only ever include one Carnosaurus.

Troop Type	M	WS	BS	S	T	W	I	A	LD
Champion	5	4	4	3	3	1	4	1	9
Mighty Hero	5	6	6	4	4	3	7	3	10
Carnosaurus	10	6	0	6	8	10	1	4	3

WEAPONS

Laser Lance

ARMOUR

Mesh Armour
(5+ save)

WARGEAR

Technology and artifacts are less common on the Exodite worlds than they are on Craftworlds. An Exodite Lord may have up to 1 Wargear card irrespective of level.

An Exodite Lord may be given additional equipment chosen from the Assault Weapons, Special Weapons and Grenades sections from the Wargear list (See Codex Eldar).

MAKING YOUR EXODITE DRAGON KNIGHTS

I used Cold ones for the Dragons, but to give them a smoother look and more importantly to make them look as different from Cold ones as possible I trimmed all of the spines off and then rounded them off to make them look like scales. The riders I used were the old metal Eldar Jetbike riders and as a personal choice I converted them to change their heads for the lead guardian with really tall hair to give them a different feel than other Eldar. The laserlance is Prince Imriks lance arm.

Adrian Wood has been inspired by my creations and has decided to make some himself. But, he's going to go for the wild frontiersmen look by using Dark Elf Cold One Riders legs and bodies with Wood Elf heads without helms. I think that this will probably work better than my idea for using Eldar Jetbike riders because the Exodites are supposed to look more feral.

MAKING YOUR CARNOSAUR

There are many ways in which you can make your own Carnosaur but this is the best way. Pop down to your local hobby or model shop and buy a plastic Tyrannosaurus Rex model. Once you have glued the Tyrannosaurus Rex model together you need to make a saddle from milliput. Mould this into as best a shape as possible and carve a few runes in the side to give it some detail.

The Exodite Lord model at the back is seated on the throne of Beastlord Rakarth, has the legs of Rakarth and the body of a High Elf Dragon Prince. He is holding a shuriken pistol.

The Exodite Champion model in front is an old Eldar Jetbike rider who is sitting astride the milliput saddle. In his arms he cradles a shuriken catapult.

The lance and shield is again taken from the Dark Elf Beastlord Rakarth boxed set and is usually hidden from view behind the throne and carries a big banner. Here they have been glued to the side of the saddle within reach of the Exodites riding the Carnosaur.

The base is very important to this model and it needs to be quite thick because the plastic pin on the Tyranosaurus Rex is quite long. My base is made from three layers of cardboard glued together. A hole has been made for the pin and then the finished model has been glued down ready for painting.

Firstly I took a big brush and painted the whole Carnosaur in Crimson Gore. Then using the same big brush I inked the whole Carnosaur in purple ink. Taking a mix of Crimson Gore, Blazing Orange, Skull White and Sunburst Yellow I painted each individual scale on the Carnosaur. This picks out a lot of the detail but takes a long time to do. It's well worth it, 'cos it looks great.

SPECIAL RULES

Moving the Carnosaur. The Carnosaur is a big and powerful creature but unfortunately is not the most agile beast in the galaxy. During its move the Carnosaur can make up to 3 turns using the vehicle turning template. When the Carnosaur charges or runs then it may make up to 2 turns during its move.

Causes Terror. The Carnosaur is a huge and terrifying creature and as such causes Terror. Remember that a monster which causes Terror also causes Fear.

Thick Hide. The Carnosaur has a saving throw of 3+.

Targeting the Carnosaur. In hand to hand combat enemy may choose whether to fight the Carnosaur or the riders themselves. It's not possible to actually reach the Exodite Lords from the ground but the attackers can grab the Exodites long lances and pull them from the saddle. When shooting at the Carnosaur roll a D6 and consult the following table.

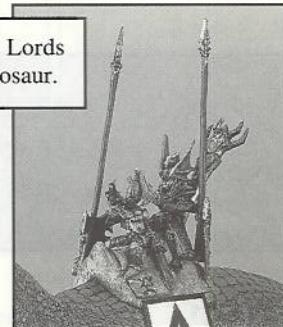
TARGETING TABLE

D6	Target hit
1	Exodite Champion
2-5	Carnosaur
6	Exodite Mighty Hero

Carnosaur attacks. The Carnosaur has a choice of 3 different attacks. It can make a normal attack which is a claw and stomp with its forelimbs and strong legs, or a single bite attack or a single tail swipe attack. If the

Carnosaur is in combat with more than one model then it may only make one of each of the two special attacks during the Close Combat phase. Any other attacks must be normal stomp attacks.

Exodite Lords on Carnosaur.

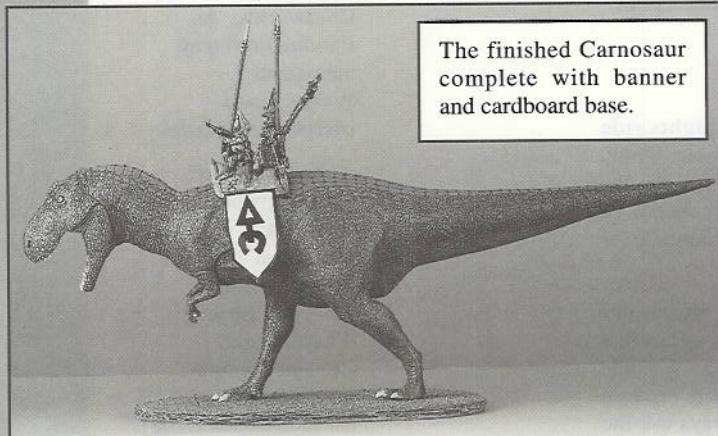


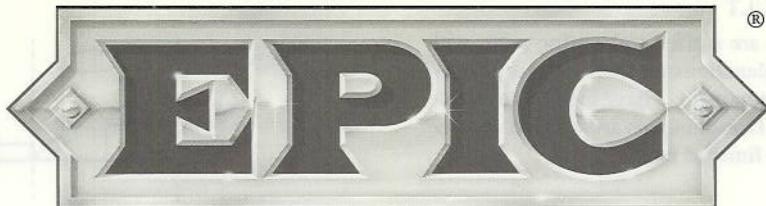
The bite attack - If the Carnosaur elects to make a bite attack then the Carnosaur makes a single attack against the enemy model. Fight the combat as normal and if the Carnosaur wins then the attack has hit. The bite has a strength of 10, does D3 damage and has a -6 saving throw modifier. The armour penetration of the bite attack is D20+D10+2D6. If the model attacked by the bite attack is a single figure, ie: not tank or cavalry sized, then if they are wounded by the bite attack then they have been swallowed whole and are dead no matter how many wounds they have.

The tail swipe attack - Take the colour template from the inside back cover of this Journal and place the template over the Carnosaur models tail with the tip of the tail at the rounded end of the template and with the dotted line running down the middle of the models tail with the arrow pointing towards the Carnosaur's head. All models fully under the

template are hit and all models partially under the template will be hit on a 4+. Models which are hit by the tail swipe must make an initiative roll (a 6 always fails) otherwise they will take a strength 10 hit that does D6 damage with a -5 saving throw modifier. The tail has an armour penetration of D20+D10+D6.

The finished Carnosaur complete with banner and cardboard base.





DREADNOUGHT ASSAULT

By Robert Mayley

Just the other day we were all saying that the old Epic Dreadnought did not look very good and how we should really do a new one, and then a bubble packed letter arrived with little plastic Epic Dreadnoughts inside.

What a coincidence we thought so we put them in the Journal. Everyone here at the studio thinks they are just great and we hope you like them too.

WARNING: ONLY READ THIS ARTICLE IF YOU ARE INSANE!

Robert Mayley of Manchester had the third place Epic battleforce at Golden Demon which included a detachment of Space Wolf Dreadnoughts just like the ones shown here. He made the Dreadnoughts from the plastic sprues which your Epic miniatures come on, you know the bit you always throw away. Well you need to keep it now if you want to make these Dreadnoughts.



A few months ago I decided that the brilliant and dead shooty Space Marine Dreadnought from Warhammer 40,000 should be remade for Epic. I chose to make my own miniatures for these, because making your own models is good fun and gives you a great sense of satisfaction when the model is finished.

The Dreadnought is a fiddly model to make, being made out of 30 to 40 separate pieces. Here is the list of pieces which you will need to make your own Epic Dreadnought.

DREADNOUGHT PARTS AND TOOLS LIST

- 1 Epic base
- 1 'official' Epic Space Marine Dreadnought
- 1 Epic Space Marine Rhino
- 2 Imperial robots
- 3 Banner Poles
- 1 Sprue from the Stompers box or Space Marine Legion box
- 1 Man O' War mast sprue (or Epic Tyranid sprue because you need a thick cylindrical piece of plastic)
- Some card, cereal packet will do, some paper and superglue
- A very sharp knife, a pair of tweezers and some blu-tac
- Milliput or Das



These are Robert's finished Dreadnoughts and don't they look splendid. The Dreadnought on the left is a Space Wolf Dreadnought with multi-melta and missile launcher. Then the one in the middle is Bjorn the Fell Handed and the one on the right is an Ultramarines Dreadnought with multi melta and power fist, (it's amazing how many of you out there put mushrooms on your bases -Ed).



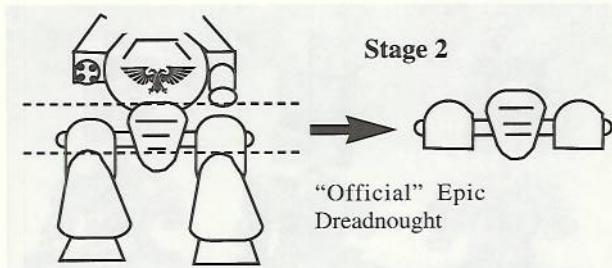
DREADNOUGHT ASSAULT

The following three pages are stuffed to bursting point with detailed drawings and explanations on the fiddly subject of making your own Epic Dreadnought. I have included a couple of pictures of the finished Dreadnoughts so that you can see which bits go where on the finished model.

Stage 1

The first thing to do is prepare the base by covering the holes. This can be done with Milliput although the best way is to cut the bottoms off 5 individual miniatures and glue these into the holes.

Next take 2 of the cylindrical bits from between the masts of the Man O' War sprue. Leave the pointy bit that connects to the mast in place, this is the front toe. Carve a chunk off the square bit on the back to make the rear toe as illustrated in the diagram. When you have got these two pieces cut the upper half off each to make them the correct height. These are the basis for the Dreadnought's lower legs.



Stage 1

Man O' War mast sprue

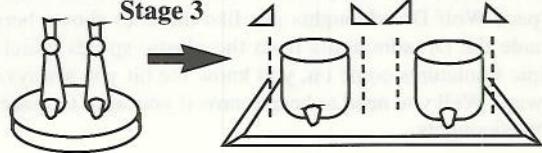
Stage 2

“Official” Epic Dreadnought

Put them to one side for now and cut the hips and upper legs from the ‘official’ Dreadnought. Using this as a guide glue the lower legs to the base at the correct width. Don’t glue the upper legs on yet.

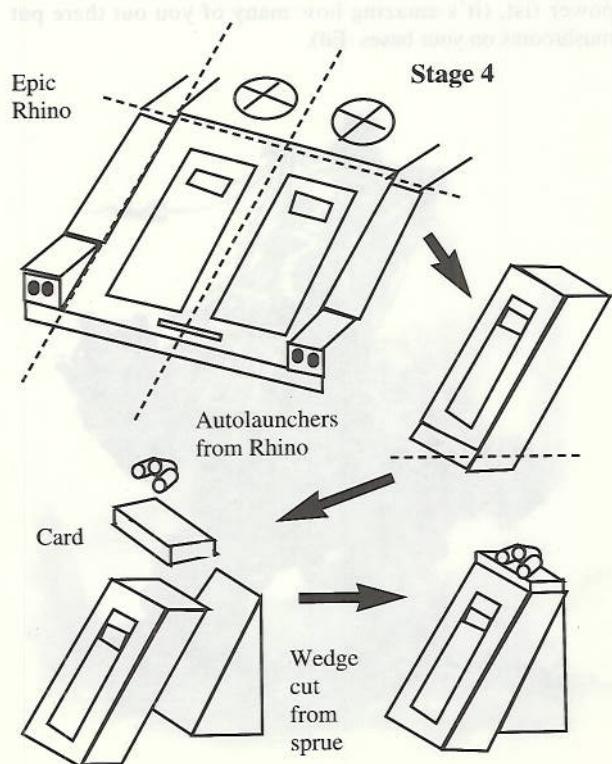
Stage 3

Toes from Imperial Robot



Stage 4

Next cut the toes off 2 Imperial robots. This will give you the remaining 4 toes for the Dreadnought. Glue one of these to each side of both lower legs. This is the fiddliest bit. I found that if I wanted to avoid super-gluing my fingers to my model it was best to use a pair of tweezers or hold the toe in the end of a long thin piece of blue-tac while putting it in place.

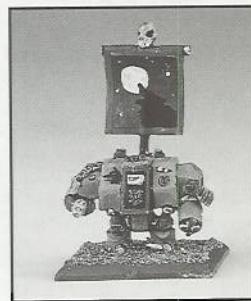


Stage 4

Stage 4

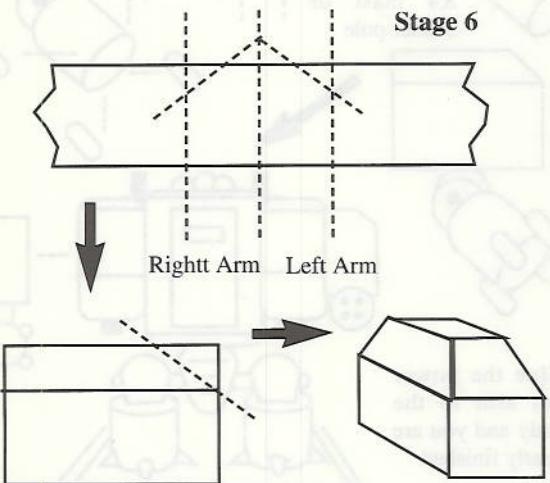
Now to make the upper body. With a sharp knife cut down the centre of a Rhino, between the vision slits at the front. Cut down the other side and across the top. The piece you’ve taken out will form the Dreadnought sarcophagus. The bottom needs to be trimmed at an angle as shown in the diagram.

You also need to cut a wedge from a straight piece of sprue. This needs to be the same width but not quite as high as the sarcophagus. Once these are glued together they can be stuck to the legs. The top of the Dreadnought is probably a bit rough and uneven but this doesn’t matter because now you glue a small square of card onto the top. Take your carved-up Rhino and carefully shave the multi-launcher from one side and glue this into place on the top of the Dreadnought.

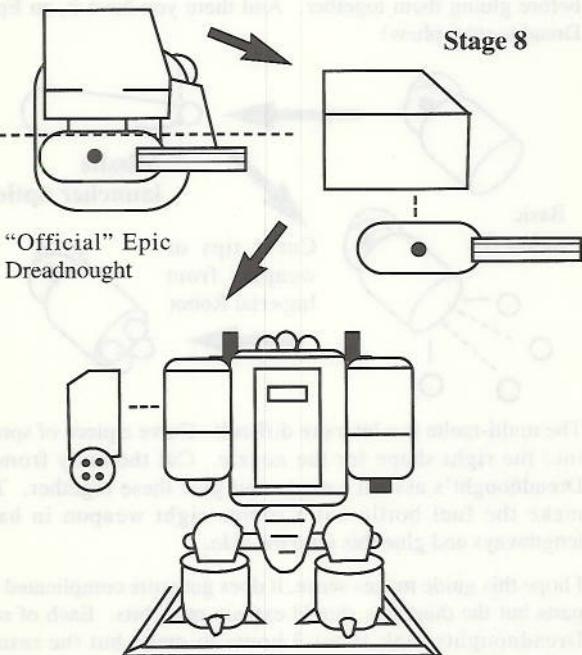
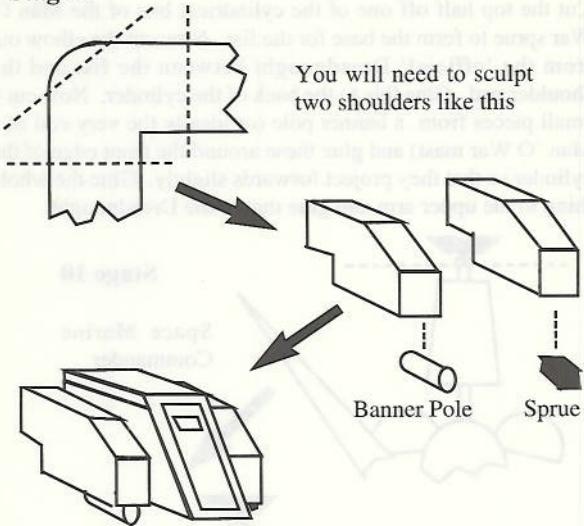


Stage 5

The next difficult bit is making the shoulders and the upper arms. To make the shoulders cut 2 of the curved corner pieces from a Space Marine sprue and carefully carve them to the shape shown in the diagram. They need to be about the same width as the sarcophagus. Try to keep them as near identical as possible. At this stage you can glue a small section of banner pole underneath the Dreadnought's right shoulder and a small piece of card or carefully carved sprue underneath the left shoulder to make the bits of machinery which can be seen on the 40K model, although these bits are optional. Each shoulder can now be glued onto the sides of the sarcophagus.

Stage 6**Stage 7**

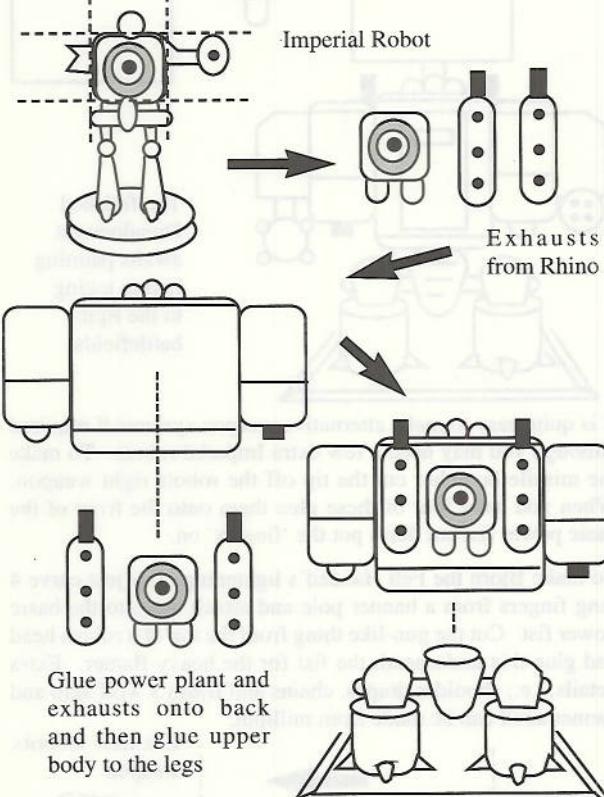
Take your badly damaged Rhino again and carefully shave two exhaust pipes off the side. The pipes will probably bend as they are cut off but can be gently flattened again. Now cut the backpack bit off one of the Imperial robots. Glue this piece onto the back of your Dreadnought and then glue the exhaust pipes on either side of it.

Stage 8**Stage 5**

You will need to sculpt two shoulders like this

Stage 6

To make the upper arms carve two more pieces from a straight piece of sprue and shape them as shown in the diagram and put these to one side for a moment.

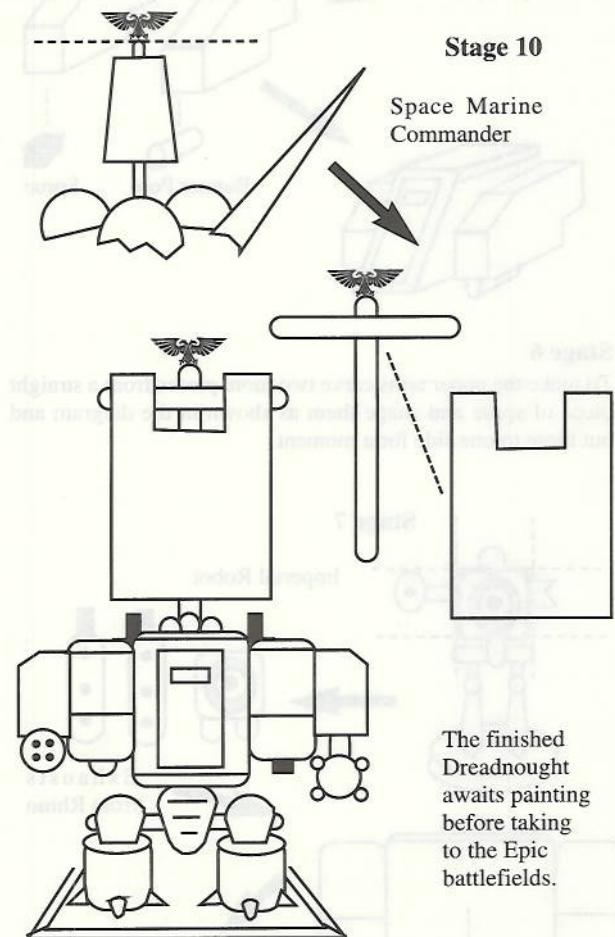
Stage 7**Stage 8**

The last parts of the Dreadnought body to be made are the lower arms, the fearsome weaponry. To make an assault cannon simply cut the cannon off the 'official' Dreadnought model and glue it underneath the right arm. The whole arm can then be glued to the Dreadnought's shoulder.

DREADNOUGHT ASSAULT

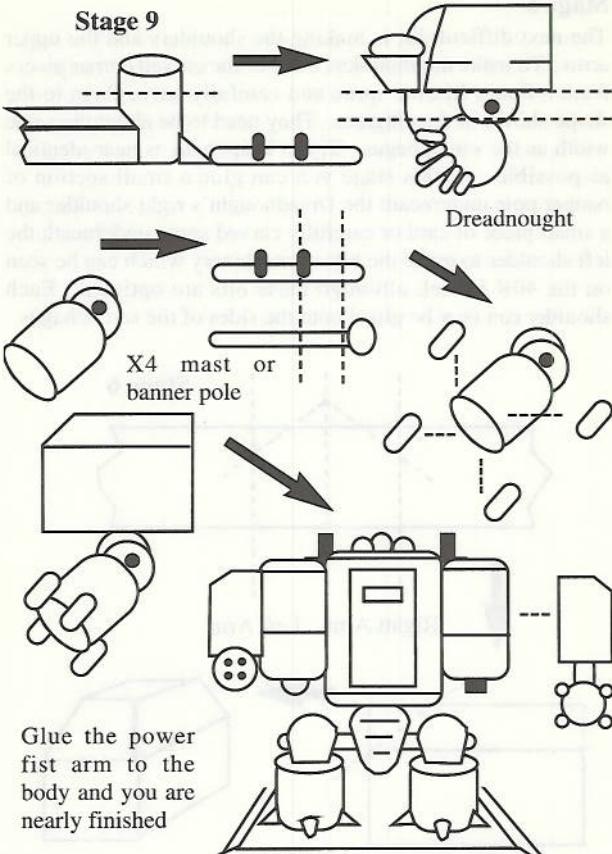
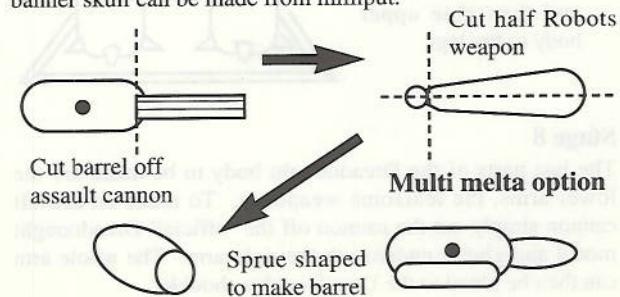
Stage 9

Cut the top half off one of the cylindrical bits of the Man O' War sprue to form the base for the fist. Now cut the elbow out from the 'official' Dreadnought between the fist and the shoulder pad. Glue this to the back of the cylinder. Now cut 4 small pieces from a banner pole (or ideally the very end of a Man 'O War mast) and glue these around the front edge of the cylinder so that they project forwards slightly. Glue the whole thing to the upper arm and glue that to the Dreadnought.



It is quite easy to make alternative weapon systems if required although you may need a few extra Imperial robots. To make the missile launcher cut the tip off the robots right weapon. When you have four of these glue them onto the front of the basic power fist but don't put the 'fingers' on.

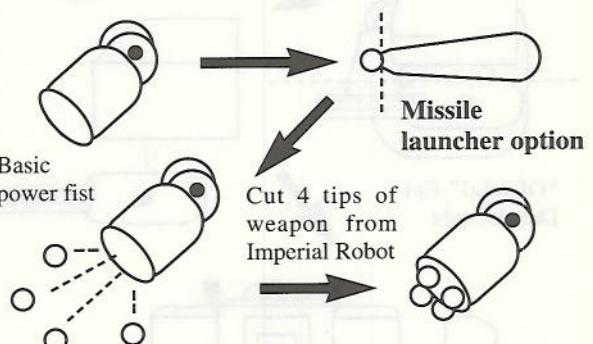
To make Bjorn the Fell Handed's lightening claw just carve 4 long fingers from a banner pole and attach these to the basic power fist. Cut the gun-like thing from the top of a robots head and glue this underneath the fist for the heavy flamer. Extra details, i.e.; shoulder drapes, chains and Bjorn's wolf skin and banner skull can be made from milliput.



Stage 10

Finally, to make the banner. Cut one banner pole to the correct length (as measured by the paper banner) and chop the bobble and the base off the other pole. Glue the smaller piece across the other banner pole. Cut the eagle off the top of the Space Marine commanders flag and glue this to the op of the banner pole.

It is best to paint the banner and the Dreadnought separately before gluing them together. And there you have it, an Epic Dreadnought, phew!



The multi-melta is a bit more difficult. Carve a piece of sprue into the right shape for the nozzle. Cut the body from a Dreadnought's assault cannon and glue these together. To make the fuel bottle cut a robots right weapon in half lengthways and glue this onto the side.

I hope this guide makes sense, it does get quite complicated in parts but the diagrams should explain most bits. Each of my Dreadnoughts took about 3 hours to make but the result certainly justifies the time spent.

Dreadnought - The fighting machine

Dreadnoughts are enormous fighting machines over 3 meters tall. They are the resting place of a Space Marine chapters oldest and most revered warriors whose mortal bodies can no longer sustain them. The Old ones as they are called are implanted inside the Dreadnought, their nervous system attached to the computer system which controls the Dreadnoughts actions. The Old one lives on inside the Dreadnought fully able to continue his service to the Emperor for many centuries to come. It is therefore always a time of mourning for a chapter when they lose a Dreadnought. Not only because of the death of the Old one and his ancient memories which can stretch back to the dawn of the chapter, but the loss of a Dreadnought is far more devastating because the secrets of how to build these awesome fighting machines is lost and can never be recovered.

Bjorn the Fell-Handed

Bjorn is the oldest Space Wolf warrior alive and has the unique distinction of being alive when Russ led the chapter. Over the mellenia he has grown heavy with wisdom and today he resides within the deepest shrine of the Space Wolves, protected by a stasis chamber lined with adamantium. Only in times of direst need is he awakened from his slumber to stride forth against the Emperor's foes once more.

Dreadnoughts in games of Epic

You will need to make four Dreadnoughts to be able to include a detachment in your army. All four must be armed with the same combination of 2 weapons chosen from the four listed below. Try to bear this rule in mind when you are making your Dreadnought models.

Good luck and have fun making your own Dreadnoughts.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Dreadnought	10cm	5+	+3	Assault cannon Multi melta Missile launcher Power fist	25cm 15cm 50cm +1 CAF	3 1 4 Barrage points	4+ 4+ - -2	-1 -3 -	

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Bjorn	10	5+	+4	Assault cannon Lightning claw Heavy flamer	25cm Reroll one CAF dice 5cm	3 1	4+ auto hit	-1 -	Command unit

SPECIAL CARD**BJORN THE FELL-HANDED**

POINTS VALUE 150

**BJORN THE FELL-HANDED**

Bjorn is a command unit and as such does not need orders and never needs to take a moral test.

Break Point

Bjorn the Fell-Handed is only ever broken when he is destroyed.



VICTORY POINTS 2

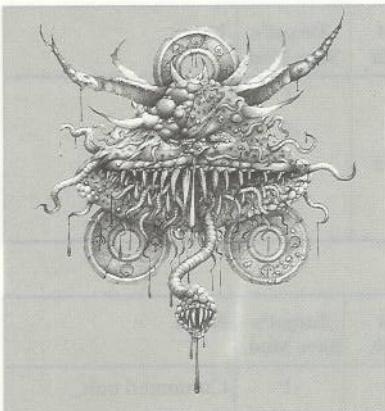
Your opponent gains 2 VPs when Bjorn is destroyed



NURGLE PALANQUIN

By Phil Lowles

As an accompaniment to the Nurgle War Altar I thought we would bring back an old favourite for all you Chaos generals out there, the Nurgle Palanquin.



In the classic tome Realm of Chaos: Slaves to Darkness there were many creations of Chaos written by Rick Priestley that were just brilliant. Amongst the numerous warmachines of Chaos a particular favourite for all Chaos generals was the Nurgle Palanquin. Well just for everyone who loved the Palanquin, and people who are new to it, I've written a new set of rules for these putrescent creations of Chaos. Enjoy.



The scourge of Chaos

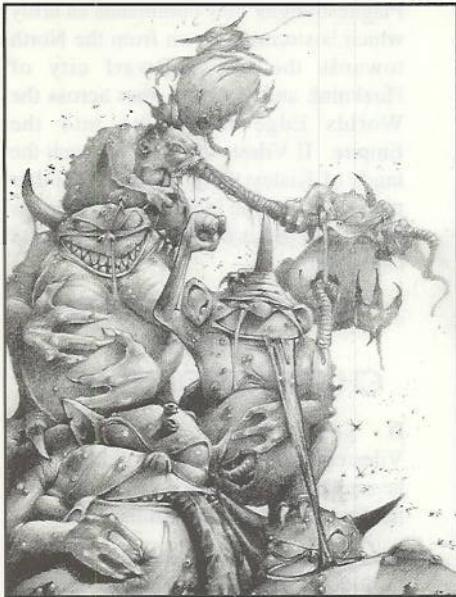
For thousands of years the forces of Chaos have ravaged the lands of Warhammer bringing death and destruction wherever they go. Vile beasts and Daemons do the work of the Chaos Gods who seek to destroy, to corrupt and change the peoples of the world and bring about the downfall of life itself. All over the world secret clandestine meetings take place to worship the Chaos Gods and these are the beginnings of a Chaos infestation in the Old World. Only an ever vigilant watch can keep them at bay.

The Chaos gods are extremely powerful and the four most potent form the biggest threat to mankind in the history of it's existence. They bicker constantly fighting over the spoils of Warhammer as a child fights for sweets. In times of need the Chaos Gods will work together to further advance the power of Chaos but will soon go back to fighting for supremacy. Only time will tell if the Chaos Gods cosmic game will cost the lives of all humanity, or not.

NURGLE

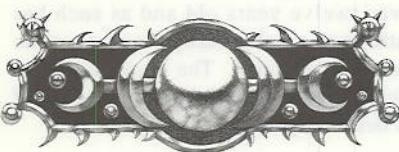
Let the air turn stale and fetid, let the flies gather like clouds. Let us worship the master of the plague, Nurgle! Nurgle! Nurgle!

Nurgle cult incantation



NURGLE - The Great Lord of Decay, the Plague God. Nurgle's fascination lies in the lepers and plague ridden people of the world. For amusement Nurgle seeds the world with deadly contagion's and plagues such as the nauseating Red pox and the incurable Nurgles Rot. Nurgle's power grows strong when his plagues are epidemic upon the good folk of Warhammer, and wanes with the fading of them. Nurgle is a bloated Chaos God whose foul appearance is only matched by the rank stench of decay which surrounds him. His body is green and leathery and covered in running sores and boils. The absolute foulness of Nurgle is beyond description by mere words.

The Greater Daemon of Nurgle, the Great Unclean One is similar in appearance to Nurgle himself, its organs hang outside its body and minor Daemons crawl over the Great Unclean Ones body chewing and drink the foul juices which lie therein.



Plaguebearers are lesser Daemons which carry Nurgles Rot to the Warhammer world from the Realm of Chaos, their Plagueswords drip with venomous slime which rots and festers in the wounds of those unlucky enough to survive an encounter with them.

Beasts of Nurgle are gigantic slug like Daemons which leave a deadly slime behind them. The Beast's paralysing attacks leave victims stunned and when they reawaken they wish they were dead. The smallest Daemons of all, Nurlings, are miniature images of Nurgle himself, rotund and bloated. Nurlings are weak alone but when they group together they can prove to be a huge writhing mass of annoying and distracting little s*ds. Like a sea of green corruption biting and chewing at enemies feet and ankles Nurlings are in fact capable of overwhelming an overconfident opponent.

Nurgle Palanquins

Each Chaos God gifts his Champions with special rewards.

Khorne for example may reward a champion for particularly impressive kills upon the field of battle and will gift him with a suit of blood red armour. Nurgle will reward his champions with diseases and plagues but sometimes Nurgle's champions deserve more and for these special champions Nurgle reserves his most powerful reward - Nurgle's Palanquin.



Nurgle's Palanquin is a throne of putrid vileness carried aloft upon a litter which is born by Nurlings. Nurgle's champion sits upon the throne and commands awe and respect from the lesser warriors under his command. Very few champions are considered worthy of a palanquin and those that are must be favoured warriors indeed.

One such champion is Plaguestrangler Vilestench who single handedly defeated over three score of High Elves in single combat. He was responsible for the destruction of Averhiem, a city in Northern Norsca in only one day. Plaguestrangler has lived for over three thousand years and has risen to fame amongst the ranks of Chaos, having started life as a lowly cult fanatic.

THE OTHER CHAOS GODS

KHORNE - The Blood God, worshiper of death and blood. Khorne epitomises the warriors spirit perfectly. He despises magic and all who use it. Khorne's mighty Greater Daemon, the Bloodthirster is the absolute warrior. Standing tall over the ranks of Chaos on his cloven hooves the Bloodthirster cleaves away foolish mortals with his great Axe of Khorne. Khorne's foul servants are hidden all over the Warhammer world and sacrifice their victims in his name, Blood for the Blood God.



TZEENTCH - The Great Sorcerer, The Changer of Ways. Tzeentch's power lies in magic and the realm of Chaos. Tzeentch himself is constantly changing and mutating himself, faces writhing across his body speaking with different voices from each face. Tzeentch's followers love magic and none more so than the Changer of Ways, Greater Daemon of Tzeentch.



SLAANESH - Prince of Chaos, Master of pleasure. The perverse followers of Slaanesh seduce and kill those weak minded enough to fall into their embrace. Slaanesh's Daemons are as deadly as they are beautiful. The Keeper of Secrets has four arms to deliver his gift to those who succumb to it's charms, and it's gift is death.



NURGLE PALANQUIN

How to paint your Nurgle Palanquin

The Nurgle Palanquin is a great model and is good fun to paint. The model is still available from mail order.

The colours I used were Liche Purple for Plaguestrangler's cloak, Vomit Brown for the slime around the back of the throne. Dark Angels green for the Nurglings.

I highlighted with mixtures of the base colour and Skull white until a light finish was achieved.

Vilestench's most memorable feat, and the one that earned him the Palanquin, was when he began the Black Fever in the town of L'anguille. Plaguestrangler sailed his Plaguefleet to Brettonia, some five hundred years ago, and passed the plague onto some local peasants and farmers who walked to the Bretonian port and began an epidemic of the deadly contagion. Vilestench defeated several Bretonian armies before Nurgle decided it was time for him to leave and return to the Realm of Chaos to collect his reward. Since then Plaguestrangler Vilestench has commanded great respect from those who fight for him and has become a feared sight upon the battlefields of the Warhammer world.

Plaguestrangler now commands an army which is storming down from the North towards the Chaos Dwarf city of Huzkuluk and the High Pass across the Worlds Edge Mountains into the Empire. If Vilestench were to reach the lands of Kislev there might be another plague infestation in the city of Praag for Nurgle to gloat over the other Chaos Gods with.

PLAGUESTRANGER VILESTENCH: CHAMPION OF NURGLE

If you choose Plaguestrangler Vilestench to be your army general then he replaces the general given in the army list from Warhammer Armies: Chaos.

Plaguestrangler Vilestench	305
Plague Sceptre of Nurgle	100
Nurgle's Cloud of Flies	30
Nurgle's Palanquin	90

The profile (right) includes the Nurgle Palanquin, the Nurglings which bear it and Plaguestrangler who rides upon the Palanquin in battle. This is to make things easy to find in the heat of the game.

Weapons/Armour: Plaguestrangler wears Heavy Armour and is armed with a Sword and the Plague Sceptre of Nurgle. Vilestench's profile has had the +1 Toughness attributed from being a Champion of Nurgle already included.

Rides: Plaguestrangler rides to battle upon the mighty Nurgle Palanquin (see below).

Magic Items: Plaguestrangler is a Chaos Lord and as such may have three magic items or Chaos Rewards. These must always be the Magic Item Plague Sceptre of Nurgle and the Chaos Rewards; Nurgle's Palanquin and Nurgle's Cloud of Flies.

Special Rules: **Noisome Stench** Plaguestrangler has not washed since he was twelve years old and as such has attracted a rather nasty smell over the last few centuries. The stench is so bad that it can knock out opponents if Vilestench gets close enough.

When Plaguestrangler is in combat with a unit all enemy in base to base contact with him must roll a dice. This dice roll is made before any other attacks. On the roll of 1 they are knocked out by his Noisome Stench and cannot attack this turn. They will not count as casualties but they can only be attacked by the Nurglings this turn.

PROFILE	M	WS	BS	S	T	W	I	ALD
Plaguestrangler	4	8	8	5	6	4	8	5 10
Palanquin	-	-	-	5	7	3	1	- -
Nurglings	4	3	3	3	3	6	4	6 7



Nurgl's Palanquin Special Rules

Causes Fear: Nurgl's Palanquin is a disgusting and obscene object to look upon and as such it causes fear. Foes charged or wishing to charge the Palanquin must first pass a fear test otherwise they will break and flee, or will be unable to charge.

March Moves: The Nurgl Palanquin may not make a march move and therefore can only move 4" per turn. This may be doubled to 8" when the Palanquin charges.

Daemonic Animosity: The Nurglings are subject to Daemonic Animosity. They must test for Daemonic Animosity if there are Daemons from a rival Chaos God within 12" at the start of the Chaos players and they are not in combat. They may test using Plaguestranglers Leadership characteristic. See Warhammer Armies: Chaos for more details.

War Altar: The Nurgl Palanquin is a huge inspiration for Chaos troops in battle. All Nurgl units within 6" of the Palanquin are immune to all psychology tests and may add +1 to break tests.

Hits from Shooting	Hits from Hand to Hand
1 Plaguestrangler	1-2 Plaguestrangler
2-5 Palanquin	3-5 Palanquin
6 Nurglings	6 Nurglings

Distributing Damage: When the Palanquin is hit in hand to hand combat or shooting then roll a dice for each hit and consult the relevant table above to determine where the blow has landed.

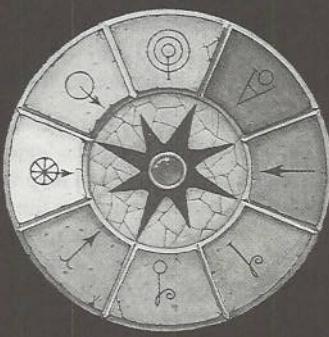
After you have determined where the hit will land then roll to wound as normal. If the Palanquin is reduced to 0 Wounds it is destroyed and the Nurglings which bear it will be crushed beneath its falling debris. If the Nurglings are reduced to 0 Wounds then they are killed and the Palanquin may no longer move. Vilestench may leave the Palanquin if either the Nurglings or the Palanquin are destroyed and move independently. If Plaguestrangler Vilestench is killed then Nurgl will be most displeased and take his gift, Nurgl's Palanquin away from the earthly plane of existence, remove the model from the table.

Magic Items

Vilestench has been gifted with the Chaos Reward, Nurgl's Palanquin which is subject to the above special rules (Note that the cost of the Palanquin includes the Nurglings which carry it). Plaguestrangler's other Chaos Reward is Nurgl's Cloud of Flies which is included in the boxed set Warhammer Armies Chaos.

These Chaos Rewards and the Plague Sceptre of Nurgl are printed below. You can make these magic items into sturdy card backed magic items simply by photocopying this page and gluing it onto card. Then just cut the magic items and Chaos Rewards out and there you have some neat new cards. Use the Nurgl's Rot counters from the Nurgl War Altar article for the Plague counters used with the Plague Sceptre, or make your own!

MAGIC ITEM



MAGIC SPELL

MAGICSPELL 100 POINTS

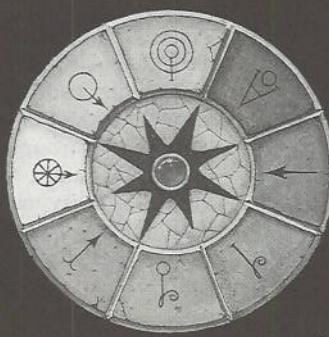
Plague Sceptre

The Plague Sceptre of Nurgl bears hideous markings and its metallic surface is etched with plague encrusted sigils of contagious power. Locked deep inside the sceptre is a spell of disease and destruction.

Each magic phase, anyone bearing the sceptre may unleash this spell upon a unit within 12". Place a plague counter next to the unit, they are now the victims of Nurgl's Black Fever. The effected unit will suffer D6 strength 4 hits this turn. If the spell is not dispelled by the next magic phase then the unit will suffer 2D6 strength 4 hits, and if the spell is still in play the turn after that the unit suffers 3D6 strength 4 hits and so on until the spell is dispelled or the enemy unit is dead. Any unit except Nurgl units which move into contact with the victims will also contract Black Fever.

CHAMPION OR SORCEROR OF NURGLE ONLY

MAGIC ITEM



REWARD

CHAOS REWARD 90 POINTS

Nurgl's Palanquin

The Chaos Champion has received Nurgl's highest gift, the Nurgl Palanquin. Nurgl's Palanquin is a putrescence throne upon which the Chaos Champion sits carried aloft by Nurglings into the thick of battle. The Chaos Champion upon the Palanquin commands great respect and awe from his followers.

The Nurgl Palanquin has a Toughness of 7 and can sustain 3 wounds before being destroyed. The Nurgl Palanquin is borne by Nurglings which have the same profile as that given in Warhammer Armies: Chaos. The Nurgl Palanquin causes Fear (see Citadel Journal issue 12 for more details on Nurgl's palanquin).

CHAMPION OR SORCERER OF NURGLE ONLY



PENAL LEGIONS

By Gavin Tyler

The Penal Legion are made up from the scum of civilisation, the heretical, criminal element that is active on every planet across the galaxy. It is the Adeptus Arbites who deal with these lawless souls and the best way is to send them to the Penal Legions!

THE PENAL LEGIONS

In the wartorn universe of the 41st millenia, law and order is hard to maintain. Across a million worlds it is barely held by the very fingers of those who uphold the Emperor's law. The Adeptus Arbites are the pillars of justice across the galaxy and patrol the far flung planets of the Imperium, where rebellion and defiance are Crimes Against Humanity and the Arbitrators hunt down and capture the rebels who would bring suffering and chaos to all Mankind.

The toughest Criminals captured by the Arbitrators are inducted into an organisation called the Legions Penatante, or Penal Legion as it's more commonly known. The Penal Legion is made up from the scum and undevout men of the galaxy. Mass murderers, rebellious planetary defense troopers, thieves, hijackers and all other manner of criminals are made part of the Penal Legion for their sins. These lawbreakers are saved from sentences such as termination or slavery and instead taken to battle against the Emperor's foes.

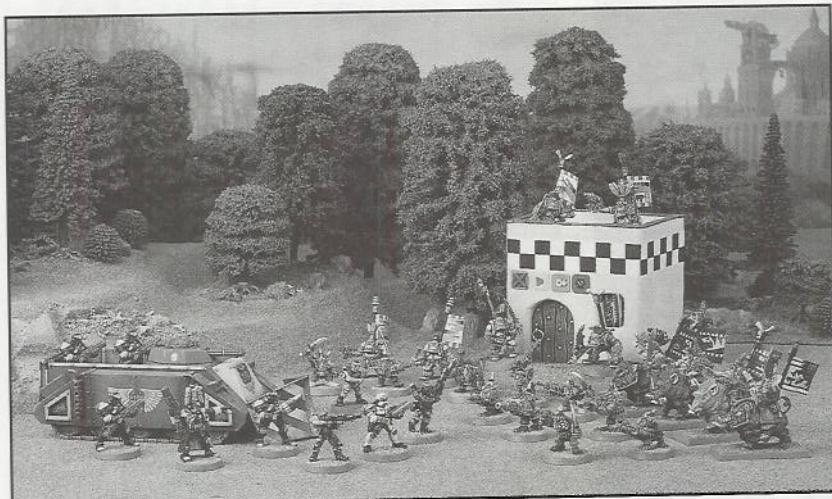
There are a few in the Emperors own army, the Imperial Guard, who do not respect the Emperor, are disloyal and rebellious. These soldiers are the criminals of war, men who would sooner run in the face of an adversary than defeat it and those who would disobey their commanders to save themselves while leaving others to pay for their folly. These felons are rounded up and sent to the Legions Penatante, where they are shown how to respect the Emperor and are given a place where they can repay him for their sins.

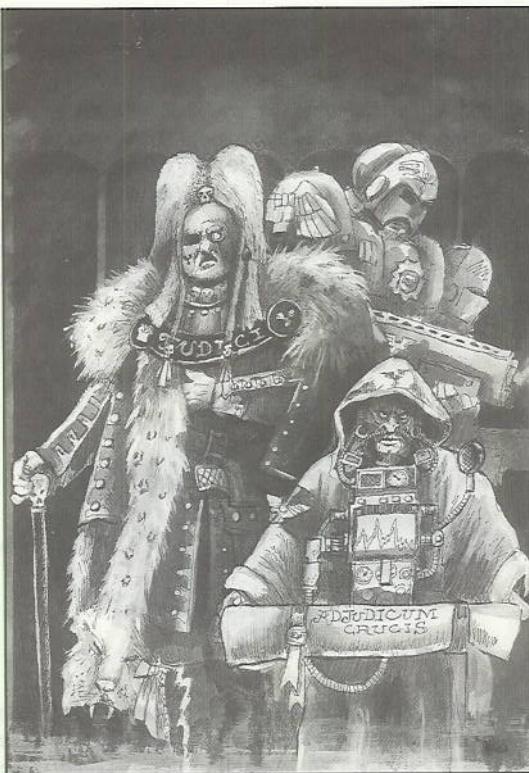
The Penal Legion is not an army in it's own right but is useful where greater numbers are necessary to win the day. The Arbitrators control the Legionnaires to an extent through the use of explosive collars worn by the criminals which can be detonated at the touch of a button. The collar which cannot be removed by any but a trained member of the Adeptus Mechanicus, although a few Legionnaires survive until the end of their sentence when it is removed and they are set free.

When the Penal Legion is taken to war the Adeptus Arbites accompany them and ensure that the legionaires perform their role upon the battlefield and help win the fight. Many opponents underestimate the Penal

Legions potential and many Orks and renegade cults have fallen prey to this inability to recognise a desperate and dangerous Penal squad determined to die a true warriors death rather than be decapitated by the Arbitrators.

Across the galaxy, the Penal Legions fight for the Imperium and they are taught that the Emperor is with them through their conquests and a tear is shed for every man who falls in his name, whether they are pure followers, or not.





THE PENAL LEGION AGENTS LIST

I really like the idea of the Penal Legion and did not want to see it lost altogether with the arrival of Codex: Imperial Guard. The following army list is in fact an addition to the Imperial Agents list so that you are allowed to take the Penal Legion as allies in effect.

My ideas for the Penal Legion came from the original Warhammer 40,000 Rogue Trader and a few things I came up with myself, albeit it with a little help from everyone here at the studio. Thanks Jake. Several people have already said to me that they want to use this Penal Legion agent list in their own Imperial Guard armies which is very encouraging indeed.

Through playtesting I have discovered that the Penal Legion make excellent cannon fodder and the Frenzy they use can, if used wisely can turn the tide of battle in your favour. The Human Bombs were a particular favourite of mine from the old Imperial Guard army and I have brought these suicidal nutters back for another bash at 40K.

I hope you enjoy using the Penal Legion as much as I have enjoyed writing it. If you make any Penal Legion miniatures then please don't hesitate to send a photograph in because we love to know what you get up to out there. We might even print some pictures of your miniatures, if they're nice ones.

PREFECT PENATANTE

The Prefect Penatante are a feared sight in the Imperium and rightly so. For they are famous for the harsh punishments they employ. They are domineering and cruel upon the fields of war and are valiant warriors in battle. They have no second thoughts about sending Legionnaires into the centre of a death zone and so are ideal to take command of such a dangerous force which needs great discipline to command. The Prefect Penatante's clothing echoes the flowing robes of a more ancient time and marks them out as the mighty lords of punishment that they are.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Prefect	4	7	7	5	5	3	7	3	9

ARBITRATOR SHOCK SQUADS

The Arbitrators are the militant arm of the Adeptus Arbites, the warriors of justice. They form the policing units of the Legions Penatante. Without these Arbites the Penal Legions would soon lose control of thier inmates from outbreaks of mutiny and rebellion.

Arbitrators are well-armed and fanatically loyal to their cause. The Arbitrators of the shock squads wear dark uniform and the sinister reflective visor of their helmet hides its wearer's penetrating gaze.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	3	3	3	3	1	3	1	7



The Prefect Penatante is actually a Van Saar ganger with Arbites helmet tucked under one arm and a milliput cloak.



My Arbitrator miniature to the right has been painted white to show that he commands a Penal Squad of Legionnaires. Being white makes him stand out from other Adeptus Arbites.

PENAL LEGION

PENALSQUADS

Each Penal squad has a single Arbitrator commanding it. The Arbitrators of the Penal Legion wear white uniforms as a sign of purity so that they can be clearly distinguished from the Legionnaires in their care. The Legionnaires themselves are taken from military criminals, troopers who have run in the face of the enemy and dangerous criminals from the Solar Segmentum hive worlds. They are all in the Penal Legions to repent for their crimes and are seeking the forgiveness of the Emperor. It is rare for Legionnaires to survive for long in the Penal Legions but there are a few who do complete their sentences and they are free to return to their homes or back to their Imperial Guard regiments.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Legionnaire	4	3	3	3	3	1	3	1	7

SPECIAL RULE

Explosive collar. The Explosive collar is a metal choke filled with enough explosive to decapitate the wearer. Once placed around the neck it is almost impossible to remove without setting it off. Only the Adeptus Mechanicus can disable the collars, but this can only happen after the convict has served his sentence.



This is John Wigely's depiction of what a Penal Legionnaire might look like.

If the Arbitrator is alive and the Penal squad fails a break test, he can select any one of the Legionnaires and detonate their explosive collar. When it is activated, the Legionnaires head is blown off causing the rest of the squad to reconsider their rout. Select which models collar exploded and then remove the dead model from the table. You may then reroll the Penal squads break test. You may reroll as many times as you like if the squad continues failing the test, just so long as you have enough Legionnaires left in the squad to use.



If the Arbitrator is killed, as an automated fail safe, the explosive collar activator sends a message to all the collars in the squad. As a result of this message, if the squad subsequently fails a break test all the collars go off, killing the entire squad.

Frenzon dispensers. Frenzon is a generic name for a number of drugs used to induce psychological effects in the recipient. In the Penal Legion, these drugs are usually injected via a dispenser device strapped to the throat as part of the explosive collar. A single dose of one of the specific types can be used to induce the psychological effects of Frenzy or Hatred. The psychology effects are automatic and no test is made against Leadership. The chosen drug is administered to every member of the squad, rather than to a single model.

Only one psychological state can be induced at a time with frenzon. A single dose of frenzon antidote (also contained in the dispensing device) will negate the induced psychological state.

At the beginning of the Penal Legions turn, before charges are declared, you must choose whether you are using a dose of Frenzon and if so which psychological state the troops are entering. Repeated use of frenzon is dangerous to the subject. Every time a dose is administered after the first roll a D6 for the model affected: on a roll of 1 the model is killed. Remember that the Arbitrator leading the squad is not affected by the Frenzon.

A Penal squad's Frenzon dispensers are controlled via closed channel communicators operated by the squads Arbitrator, if he dies, then no more doses of Frenzon can be administrated.



This is what a Human Bomb would look like if we could convince one of our busy miniature designers to make one. Thanks for the picture John.

HUMAN BOMBS

Amongst the Legions there are those sinners who have sentences that can never truly be repented for in life itself. They are those who have raped and tortured people both physically and mentally through their own will and feel insanely repentant for what they have done. Many of these individuals cannot live with their crimes and feel blessed with the chance to be forgiven in their own deaths. Such men are dangerous in the regular ranks of the Legions Penetante and are immediatley recruited into the Human Bombs. Preachers and Confessors and others of the Imperial cult help these souls to understand what they must do for their full forgiveness from the Emperor in means of meditation and prayer.



These are my Penal Legionnaire miniatures. As you can see they are just ordinary Imperial Guard Catachan Jungle Fighters which are painted with a black and grey colour scheme, like a prisoners unifrom.



The Human bomb model above is painted in the black and grey colour scheme. The bomb poking over his right shoulder is yellow.

Before battle Tech-Priests adorn the Legionaries with the bomb harness and rig up the remotes, while Preachers or Confessors speak liturgies and blessings, for once the bomb is ignited so he is forgiven and the sinner's soul is free to join the Emperor in solitude and peace.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Human Bomb	4	3	3	3	3	1	3	1	7

SPECIAL RULE

Bomb Harness. Each Human Bomb is equipped with a bomb harness.

You may choose to set the Human Bomb off at any time during your own shooting phase. First roll the artillery dice and divide the number rolled by two, this is the radius of the blast. If you roll a misfire the bomb's trigger mechanism is a dud and it doesn't explode and may not be tried again. The Human Bomb explosion has a strength of 4 with a -1 saving throw modifier. If the bomb was a dud then the human bomb charges towards the nearest enemy in a fit of rage, angry that he cannot be granted redemption in the way that the Emperor intended. From now on move the Human Bomb directly towards the enemy during compulsory moves at full charge rate. He will fight on until the end of the battle, or until he is dead.

When human bombs are shot and wounded, roll the artillery dice as you would when you choose to detonate the bomb. If a number is rolled then divide the number by 2 and this is the radius of the explosion. The bombs will detonate even if the bomb has already been found out to be a dud because the trigger is dud, not the explosives. If a misfire is rolled then it just doesn't go off and the Human Bomb has died in vain. In the rare situation of a Human Bomb being set on fire but not wounded then his bombs will go off automatically, follow the procedure above as normal.

Penal Legionnaires and Human Bomb miniatures.

CYBORG BESERKERS

Most who join the ranks of the Penal Legions die in their first battle. They are pushed into the very heart of the fighting like cattle and no medical assistance is wasted on them afterwards. The toughest, the most dangerous, the born killers, somehow survive. For every hundred pathetic miscreants that die whimpering under the enemy guns one mad killer emerges triumphant, screaming his insane anger.

The use of psychopaths on the battlefield has always been met with a feeling of apprehension. Most are generally safe enough to be put into Human Bomb sections or join the ranks of the Penal Squads, but some are so far gone that they could be a danger to friendly forces on the battlefield. These souls are taken away from the ranks of troopers, but because they are potentially so useful in their psychopathic tendencies, they are bionically enhanced and made to be a lot more effective and a lot less dangerous for friendly units.

These so-called Cyborg Berserkers are loners who fight with the savagery of five men and often charge directly into the centre of enemy ranks and because of their cyborg bodies still live through the mad charge.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cyborg	4	5	4	6	6	2	4	2	8

SPECIAL RULE

Frenzy. Cyborg Berserkers are subject to Frenzy.

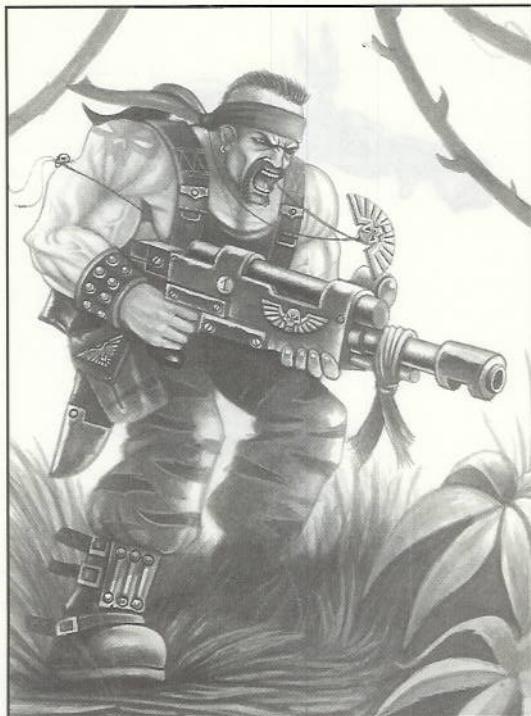
Immune to psychology. The Cyborg Berserker is a complete maniac and is therefore immune to the effects of Fear and Terror.

Save. The Cyborg berserkers body is covered in metal plates and mechanical devices which can protect it during battle. The Cyborg has a save of 5+.

Cyborgs in battle. You may include one Cyborg Berserker for every Penal squad in your army. Cyborgs are lone warriors and as such do not fight with units of other cyborgs. They are single miniatures although they are not characters.



This Cyborg has been made from an old confrontation miniature. The arms have been removed from two different Servitor miniatures and glued in place of his arms.



PENAL LEGION ARMY LIST

The Penal Legion army list is part of the Imperial Agents list and can be bought as allies for the following armies:

Space Marine, Imperial Guard.

CHARACTERS

0-1 PREFECT PENATANTE

84 points

The Prefect Penatante is the commanding officer of a Penal Legion. His relentless pursuit of justice is regarded with fear by the criminals of the galaxy. The Prefect Penatante wears long flowing robes and is an awe inspiring sight upon the battlefield.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Prefect	4	7	7	5	5	3	7	3	9
WEAPONS									
Laspistol, power sword									
ARMOUR									
Carapace armour (4+ save)									
WARGEAR									
The Prefect Penatante may have up to three Wargear cards, and any combination of additional Wargear allowed by the Penal Legion Wargear list (see the Wargear list for point values).									

ARBITES CHAMPION Special

An Arbitrator Champion is a fearsomely dedicated warrior. In his commanding presence Arbitrators will make awesome efforts to fulfill their mission. His armour bears an Imperial Eagle sitting proudly upon his black helmet and is impressively ornate. The favoured weapon of an Arbites Champion is the Arbites Combat Shotgun which can fire the deadly Executioner rounds.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	4	4	3	3	1	4	1	8

The Arbitrator Shock squad may upgrade its squad leader to an Arbitrator Champion for +10 points.

WEAPONS Bolt Pistol

ARMOUR Carapace armour (4+ save)

WARGEAR The Arbitrator Champion may have up to one Wargear card, and any combination of additional Wargear from the Penal Legion Wargear list (see Wargear list for points values).

SQUADS

1 ARBITRATOR SHOCK SQUAD 70 points

Arbitrators are the grim custodians of Imperial justice. They are relentless in the prosecution of their duties and unswervingly loyal to the Imperium and the Emperor of Mankind. Traitors and criminals live in mortal fear of their penetrating vigilance and swift retribution. In the Penal Legion they command whole companies of criminals into battle and keep order that a single Arbitrator might not be able to keep.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	3	3	3	3	1	3	1	7

In every Penal Legion you must have one Arbitrator shock squad. You may only ever have one Arbitrator shock squad.

SQUAD 1 Leader and 4 Arbitrators

WEAPONS Bolt pistol

ARMOUR Carapace armour (4+ save)

WARGEAR Any model may be equipped with additional assault or basic weapons chosen from the Penal Legion Wargear list. Up to one model may be equipped with a

special weapon (see the Penal Legion Wargear list for points values). The entire squad may be equipped with grenades chosen from the Penal Legion Wargear list (see the Penal Legion Wargear list for points values).

SUPPORT

An Arbitrator squad may be mounted on bikes at an additional cost of 100 points or in a Rhino at an additional cost of 50 points.



PENAL SQUADS

**14 points Arbitrator
+8 points per Penal Legionnaire**

The Penal squads are drawn from the scum of society. The criminals and lawbreakers, awol Imperial Guardsman and many others worse besides. They are all in the Penal Legion to repent their sins and fight for the Emperor who can save them from their wrongdoings and make them pure again.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	3	3	3	3	1	3	1	7
Legionnaire	4	3	3	3	3	1	3	1	7

You may have any number of Penal Squads.

SQUAD 1 Arbitrator from 4-9 Penal Legionnaires

WEAPONS Arbitrator Bolt pistol
Legionnaire Lasgun

ARMOUR Arbitrator Carapace armour (4+ save)
Legionnaire Flak armour (6+ save / 5+ against blasts)

WARGEAR The Penal Legionnaires all have explosive collars. You may buy Frenzon at plus 1 point per model. However you must buy Frenzon for all the Legionnaires if at all. The Arbitrator can choose any weapons from the Penal Legion Wargear list (see the Penal Legion Wargear list for points values).

PENAL LEGION

0-5 HUMAN BOMBS 10 points each

Human bombs are criminals who are psychotic and suicidal. They have chosen to sacrifice themselves in battle to redeem themselves in the eye of the Emperor so that when they die he shall weep a tear for them in honour.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Human Bomb	4	3	3	3	3	1	3	1	7

You may have one Human Bomb for every Penal Squad in your army up to a maximum of 5. You may not have more Human Bombs than you do Penal squads.

WEAPONS Bomb harness

ARMOUR Flak Armour
(6+ Save / 5+ against blasts)

CYBORG BERSEKERS

40 points each

Cyborg Berserkers have been merged with a robot to form a Cyborg. This is to ensure that the psychotic nature of the criminal can be controlled and also to enhance their strength and durability.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cyborg	4	5	4	6	6	2	4	2	8

You may have one Cyborg Berserker for every Penal squad in your army. You may not have more Cyborgs than you do Penal squads.

WEAPONS Hand weapon (literally).

ARMOUR Cyborg body (5+ save)

SPECIAL Cyborg Berserkers are subject to Frenzy and immune to psychology.

SUPPORT

ARBITRATOR TARANTULA

50 points + weapons

The Tarantula is a semi-automated point defence weapon commonly used to protect installations or provide a first line of defence for fortifications but also it often tends to fall into a vital support role on the front line of the battle field.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	3	3	3	3	1	3	1	7

You may have up to one Tarantula for every Arbitrator shock squad in your army.

CREW

The Tarantula has a crew of two Arbitrators.

WEAPONS

The weapons fitted to the Tarantula are chosen from the list below, and come fitted with a targeter. The Arbitrators are armed with bolt pistols.

ARMOUR

The Arbitrators are equipped with carapace armour (4+ save).



OPTIONS

The Tarantula may be armed with a pair of weapons of the same kind chosen from the list below at the cost indicated.

Twin linked lascannon +55 points

Multi-melta (NB: Counts as 1 Multi-melta NOT 2) +65 points

Twin-linked missile launchers with super-krak missiles +55 points

Twin-linked autocannon +30 points

Twin-linked heavy bolters +30 points

CHIMERA

140 points

A Chimera may be bought as a transport vehicle for a Penal squad or an Arbitrator squad. You may include one Chimera for every Penal squad, you may not have more Chimera than you do Penal squads. It may be used as a Reserve and come onto the battlefield as described in Codex: Imperial Guard.

See Datafax for details.

HELLHOUND

165 points

Hellhounds may be used as heavy support weapons for the Penal Legions. You may have one Hellhound for every two Penal squads in your army. They may be used as Reserves as described in Codex: Imperial Guard.

See Datafax for details

PENAL LEGION WARGEAR LIST

Some of the weapons on this Wargear list for the Legions Penatante are for specific models or troop types, these are in brackets.

ASSAULT WEAPONS	Cost
<i>Any number per model.</i>	
Power sword	6
Power Maul and Suppresion Shield	10
Power Axe (Prefect Penatante only)	7
Power Glove (Prefect Penatante only)	10
Power Sword (Prefect Penatante only)	6
Hand Flamer (Prefect Penatante only)	7
Needle Pistol (Prefect Penatante only)	1
Plasma Pistol (Prefect Penatante only)	5
Web Pistol (Prefect Penatante only)	7
BASIC WEAPONS	Cost
<i>One per model.</i>	
Boltgun	3
Shotgun	2
Arbites Combat Shotgun including Executioner rounds (Adeptus Arbites only)	3

GRENADES	Cost
<i>Any umber per squad. May only be choosen for entire squads.</i>	
Choke Grenades	10
Frag Grenades	10
Melta Bombs	25
Photon Flash	10
Scare Grenades	10
Krak Grenades	3
Plasma Grenades (Prefect Penatante only)	3
Hallucinogen Grenades (Prefect Penatante only)	7
SPECIAL WEAPONS	Cost
<i>One per model.</i>	
Flamer	7
Grenade launcher with Frag and Krak	10
Meltagun	6
Needle Rifle	10
Plasma Gun	6

Penal Legion Miniatures

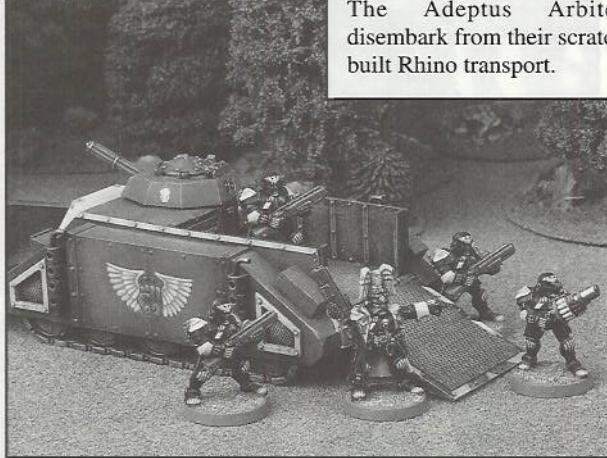
There are no Penal Legion Citadel Miniatures available but you can easily convert some as I have done.

For the Penal Legionnaires I used Catachan Jungle Fighters. You can, if the pose of the miniature will allow it, make the exploding collar and Frenzon dispensers from milliput or das.

The Prefect Penatante is a Necromunda Van Saar ganger that has been converted to hold a power sword and an Arbites helmet under his arm. The helmet is in fact the carefully removed head of an Arbite Champion. The long flowing cloak is sculpted from milliput.

The Human Bomb is the old Human Bomb model still available from mail order. Again he is painted in the black and grey prisoners colour scheme.

The Cyborg Berserker is made from an old Confrontation miniature with Servitor claw arms glued on where you would normally glue the plastic arms.



The Adeptus Arbites disembark from their scratch built Rhino transport.

BLANCHITSU II

By Dave Perry

Dave Perry continues drooling about Richard Wrights miniatures which can be seen on this issues back cover and he even reveals a few secrets about how they were painted.

Well I'm back again with more of that 'painting stuff'. But this issue I've managed to gather an awesome collection of miniatures for your delight. These miniatures are just a few from a casefull which lurks in the recesses of Mike Mc'Veys corner of the studio. This dust covered carrycase is the miniature painters "Holy Grail".

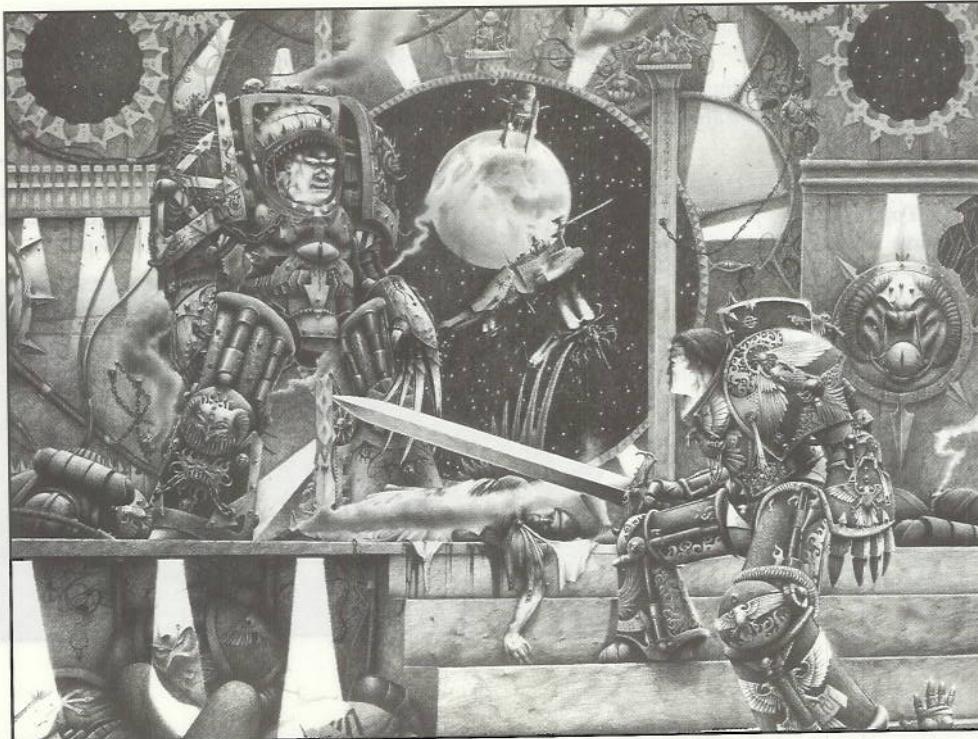
Traced upon the front of the case is an intricate Eldar rune which signifies that the caseload of miniatures belongs to Jes Goodwin. However the miniatures were actually painted by Richard Wright (the chap who paints the floorplans and buildings for our games). To say that these miniatures are incredible is an understatement. The miniatures were painted around five years ago and they are still some of the best painted miniatures in the world. Richard hasn't painted any miniatures since he did these. When I asked him why this was he replied that he didn't feel he was able to get the finish he really wanted!!! Well at least he's modest.

There's not really a lot more I can say. Believe it or not when it comes to these miniatures even I am lost for words. I have managed to get some information on the techniques Richard used when painting these miniatures. Basically each miniature was painted over a white undercoat and painted very, very slowly, taking extreme care to be neat.

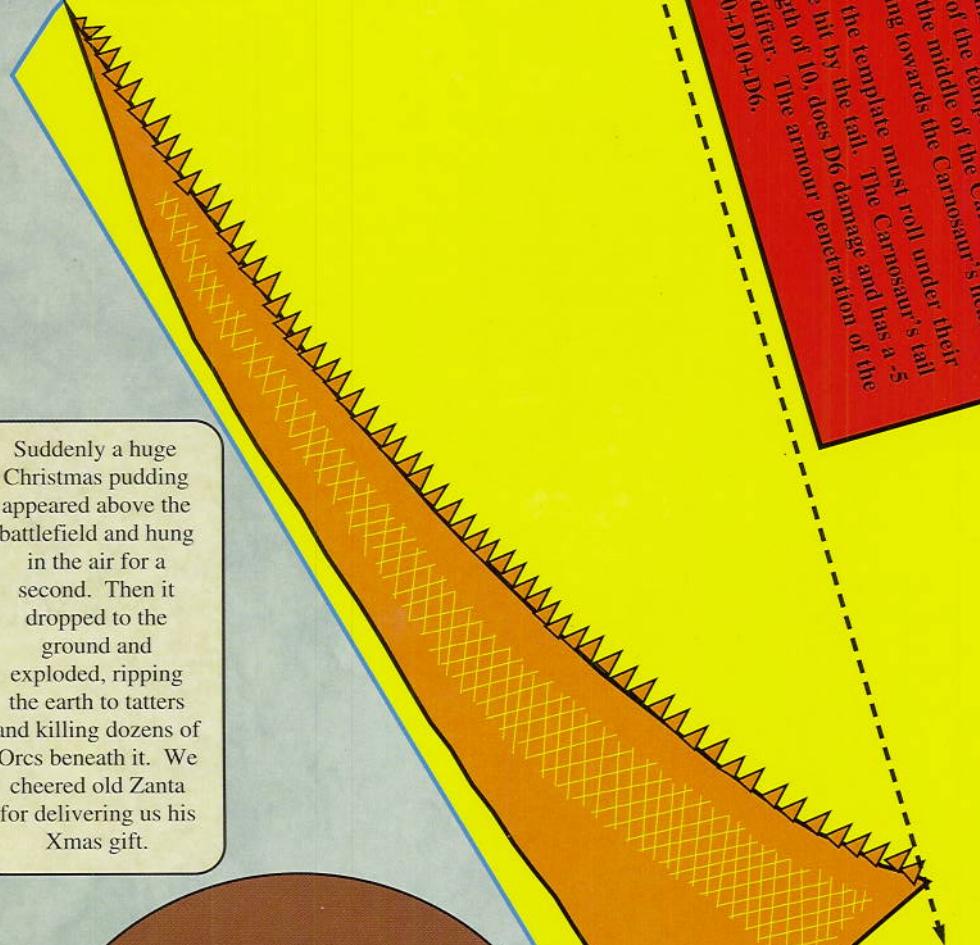
Every part of the paint job is blended. Richard didn't use any water to thin his paints whatsoever. Instead he used inks only. This keeps the colours very rich. The most interesting part of his painting process is that Richard added tiny amounts of black paint to every colour he used, even red and yellow. This makes the colours more natural and takes away the bright, vivid colour. Highlights were then added using white paint. Richard highlighted everything up to a very pale colour. Combining with the subtle blending and natural colours this gives the miniature a very porcelain finish.

That's about it really. Hopefully these miniatures will inspire you to try to reach this standard of painting. If you take your time, be incredibly patient and paint very very neatly in a few years time you might even manage to paint like our Richard. Whether you intend to try or not, just enjoy these masterpieces!

I am



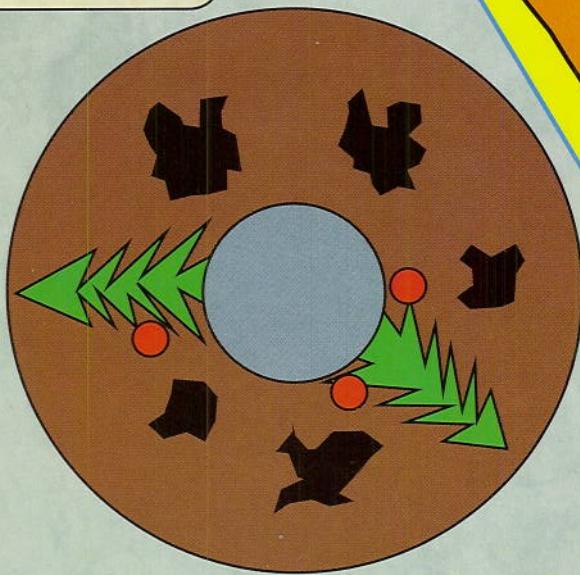
The Carnosaur swiped it's tail from side to side and caught the Ork's who were foolishly standing behind it. That was one story they did not like to tell the tale of !



THE CARNOSAUR TAIL TEMPLATE

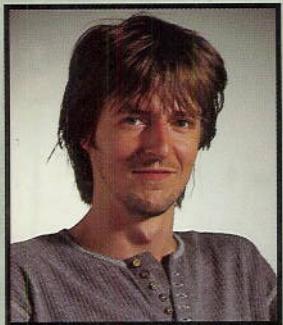
To use the Carnosaur tail template, place the rounded Carnosaur tail template at the tip of the Carnosaurus tail. To use the template against the middle of the Carnosaurus tail end of the center of the template, where the dotted line is, is right down towards the middle of the Carnosaurus's tail. Make sure the arrow pointing towards the Carnosaurus's tail line is, with the arrow pointing towards the template must roll under their Any models under the template will be hit by the tail. The Carnosaurus has a -5 initiative or will be hit by a 10, does D6 damage and has a -5 saving throw modifier. The armour penetration of the mighty tail is D20+D10+D6.

Suddenly a huge Christmas pudding appeared above the battlefield and hung in the air for a second. Then it dropped to the ground and exploded, ripping the earth to tatters and killing dozens of Orcs beneath it. We cheered old Zanta for delivering us his Xmas gift.



How to make your Exploding Christmas Pudding template and Carnosaur Tail template.

Either cut out or photocopy this page and then cut out the templates. Stick the templates onto card to make them rigid and then get ready to play your games with these colourful templates. Permission is granted to photocopy this particular page if you so desire.



RICHARD WRIGHT



Wood Elf Wardancer



Witch and Familiar



Elf Cheerleader

As you may know, Richard is the chap who paints the floor plans and buildings for our games. However, he also paints the occasional miniature. In fact he takes so long over each miniature that he paints very few indeed.

Still it's worth it, because his work really is exceptional. A combination of original colour schemes and incredible attention to detail along with an ability to blend paint to perfection really does make him one of the very best miniature painters in the known universe, and beyond.

The Elf Adventurer and the Eldar Harlequin are my particular favourites. But rather than depress you we hope that these miniatures will inspire you and in time, with a lot of patience, maybe you could paint your miniatures like this too. Oh well Journal readers, drool on!

The Elf Adventurer really is so smoothly painted! Note the pale highlights that Richard has used. This is what gives his figures their porcelain finish. Nothing is left 'half painted', every bit of detail is beautifully rendered. Even down to the cat on the Elf's shoulder. Superb!

The Eldar Harlequin is yet again is painted so silkily that it looks almost real. It's the fine highlights which really bring this miniature to life. The carefully painted symbols on the Eldar Warlock are very tidy and prove that Richard can adapt his style to any miniature.

In our regular Blanchitsu II article Dave Perry continues discussing these fabulous miniatures in more detail. Turn to page 48 to discover whether Dave will reveal any of the 'Eavy Metal teams secrets this issue.



Eldar Harlequin



Eldar Warlock



A pair of brilliant Familiars



Elf Adventurer



Elf Mage